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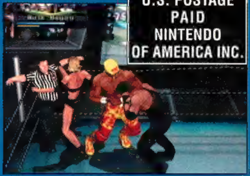

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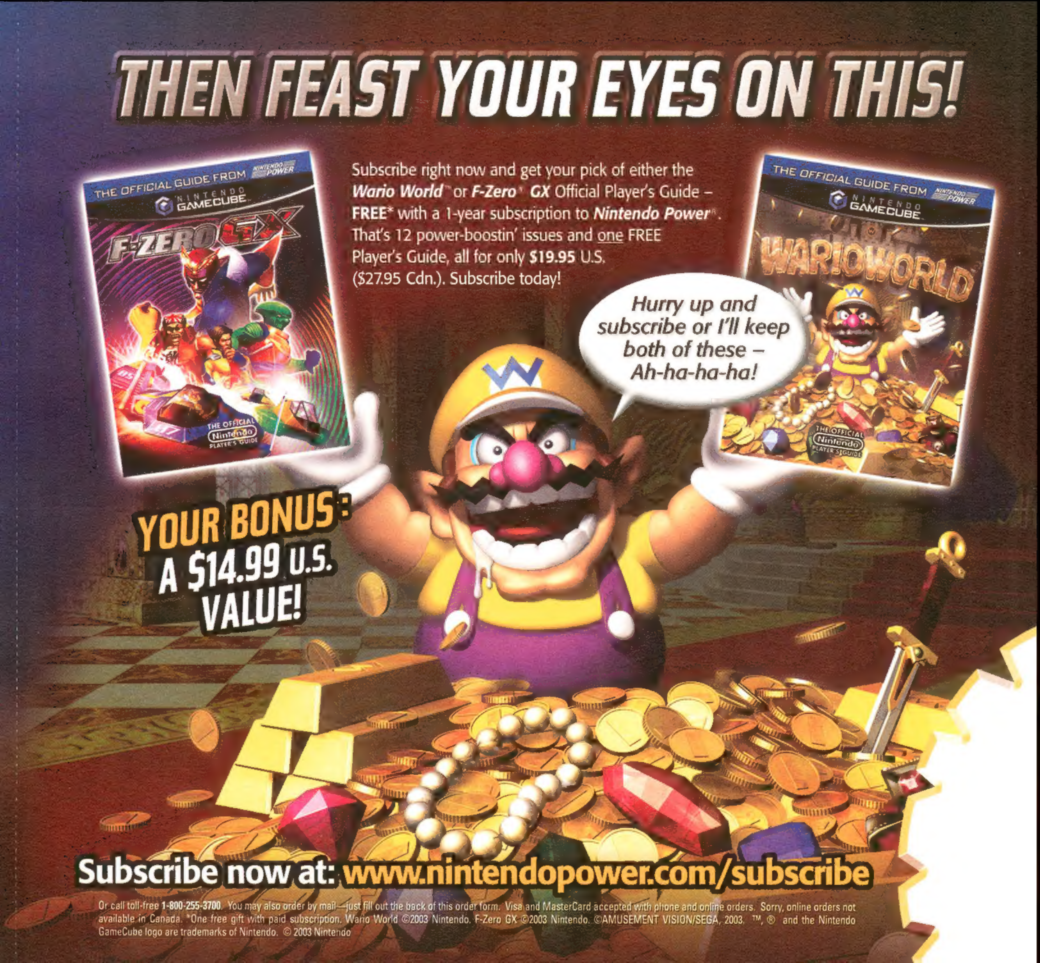
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CONTENTS

VOLUME 173—NOVEMBER 2003

GAME STRATEGIES

32 ***Star Wars*** **Rogue Squadron III: Rebel Strike**
Read an article? But we were going into Tashi Station to pick up some power converters!

40 **WWE Wrestlemania XIX**

52 **F-Zero GX**
Part 2. More speed equals more fun.

58 **Viewtiful Joe**
Part 2. If you don't own this game yet, shaaaame on you.

70 **Gladius**

78 **P. N. 03**
Part 2. Let's go blow up more robots.

114 **Buffy the Vampire Slayer: Chaos Bleeds**

134 **Final Fantasy Tactics Advance**
Part 3. It's fan-tactic.

142 **Super Mario Advance 4: Super Mario Bros. 3**

SPECIAL FEATURES

46 **Spotlight on Ubi Soft**

50 **Teenage Mutant Ninja Turtles**
They're the world's most fearsome . . . ah, forget it.

84 **Kirby—Air Ride**
The Smash Bros. guys make another winner.

88 **Kirby—Air Ride Comic**

94 **Tiger Woods PGA Tour 2004**

108 **Harry Potter: Quidditch World Cup**

32 Now there's a couple of scruffy-looking nerfherders.

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40 Nothing we can say will make this screen shot any funnier.

DEPARTMENTS

10 Player's Pulse

16 Power Charts

20 Game Watch

28 Nintendo Online

30 Power On

64 Classified Information

98 Player's Poll Sweepstakes
The Haunted Mansion! Um... boo.

102 Pokécenter

120 Epic Center
Final Fantasy: Crystal Chronicles! Aw, yeah.

130 The Crossing Guardian

140 Arena

148 Now Playing

158 NP 411

159 The Nindex

160 Next Issue

94 Don't hit the lighthouse, or the sea captain will get all ticked off.

114 No hugs for zombies.

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Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

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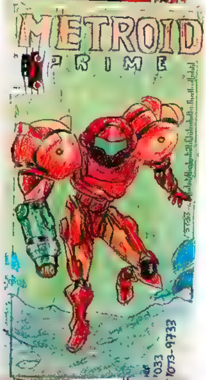


SECRET OF MANA
1993
Super NES

From questions about your favorite games to the special connections fans make with their beloved video game stars—we've got a packed Player's Pulse this month! Check out our most recent contest winner's trip to sunny Southern California on page 11!

GAME INQUIRIES

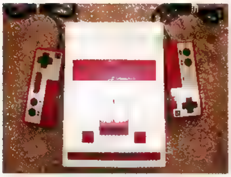
I have two questions. First off, is [North America] ever going to see English versions of the Fire Emblem games? So far, all that we've really seen of Fire Emblem are Marth and Roy in Super Smash Bros. Melee, and short previews of Fire Emblem: Sword of Rage. Second, I keep hearing rumors over the Internet that there's going to be a Fire Emblem game on the GCN. Is this true?

Anonymous
Via the Internet

Fire Emblem for the GBA is announced for release in North America this November. There have been no GCN Fire Emblem games announced in either North America or Japan, however.

Hi, I was wondering if you could help me with some information about a red-and-white Nintendo [system]. My mother got it for me when I was a kid and I recently found it in my cupboard. Any info would help!

Sam
Via the Internet



Wow, you've got a Nintendo Family Computer System (also known as a Famicom)! The Famicom was Nintendo's very first console system and was released in 1984 in Japan. A year later, the NES (the North American version of the Famicom) was released.

My friends and I *loved* Paper Mario. I hear everywhere that people loved it! Many people (including myself) are wondering, will there be a Paper Mario 2 for GCN? If no thought has been put into this project, I think that much thought should be! People everywhere will be very glad to have a Paper Mario sequel! It was so very exciting and heart-pounding! Trust me on this one! Thanks for listening to my input—please consider this!

Billy90009
Via the Internet

Another Paper Mario game hasn't been announced, but we think you'll love Mario and Luigi: Superstar Saga, a GBA RPG that is scheduled for release on

LETTER OF THE MONTH

The Hunt
by VgmasterGCN

Exploring unknown ruins
Deep inside a cave
Seeking out the answers
To the questions that you crave.

The caves are filled with monsters
And things that crawl about.
You know it isn't certain
That you'll ever make it out.

You wear protective armor
That shields you from most harm.
A large and powerful cannon
Replaces your right arm.

In spite of all the gear you have,
Some are stronger still.
I'm talking about the monsters;
It's you they seek to kill.

The visor of your helmet
Shows maps and readouts, too.
Everything you need to know
Is all right there for you.

The most important readout
Is your energy supply.
If it ever reaches zero
You will surely die.

As you are exploring
There's not much that you find.
Questions more than answers
Seem to fill your mind.

You must keep your focus;
You're running out of time.
These are thoughts you're thinking
When you're playing Metroid
Prime.

Wow, you really captured the spirit of Samus and the thrill of Metroid Prime in your poem. Thanks for sharing it with us—we love it!

Did I leave my Gamecube on?!
I think I lost my appetite!
Nintendo Power Player's Pulse PO Box 97033 Redmond, WA 98073-97
ZELDA
DAISY
PEACH
Star in...
RESCUE
MARIO
KOOPA

DINOTOPIA CONTEST WINNER

Linda Fleming of New Jersey enjoyed a tour of TDK Mediactive's studios in Westlake Village, CA, with her husband, Ron, son Ryan and daughter Rachel. The Flemings met with TDK's CEO, Vincent Bitetti, Brand Manager Andrea Frechette, and Carlos Rodriguez, the Producer of Dinotopia: The Sunstone Odyssey. After the tour and a hands-on presentation about how the game was created, the Flemings left the TDK studios with a huge gift basket full of TDK games and toys. On their trip to Southern California, the Flemings also explored the Hollywood Walk of Fame and Disneyland!

November 17th. Stay tuned for more info!

I've been looking for a certain NES game that was my personal favorite about 10 years ago. Unfortunately (for me), my NES broke and my mom threw away my games. Now I've been looking for it again, but I've...well...forgotten the title. Therefore I turn to the experts in my desperation. The game [had] a Zelda-esque style of game play, but was set on a tropical island where a lot of the action took place underground. The only boss [I remember] is a lava creature. Oh yeah, and [you could use] bolas as weapons. Thanks!

der hollehund
Texas

The game you have fond memories of is none other than Nintendo's very own StarTropics for the NES, released in December of 1990. We wish you luck in finding it again!

ANIMAL CROSSING ANGST

Hey NP, I'd just like to share my frustration. My parents just don't seem to understand that I can't "play [Animal Crossing] anytime." For example, my mom says I can't play on Sunday. When I tell her I'll miss turnip trading, she says I can "do it anytime." The worst thing about it is there is absolutely no solution!

gamer_x_treme
Via the Internet

That's a tough one. Real-time games are still somewhat of a new concept, so your mom may not be familiar with how they work. Maybe if you got her to play with you for a little while, she'd understand Animal Crossing—she may even want to play it herself!

MAKE THE CONNECTION

I have an uncanny resemblance to Toad. First of all, I am pretty small compared to the rest of my family, like Toad is [smaller than almost] everyone in Mushroom Kingdom. I am also cute, easily frightened, and I cry over very insignificant things.

Toadinator2000
Via the Internet

I think out of all the games I've played, I can relate to Vyse from Skies of Arcadia (Legends) the most. His thirst for adventure and desire to make a name for himself sometimes make me feel like I'm playing myself when I play the game.

Markus Bulthuis
Via the Internet

The character that I connect to the most is Bow from Breath of Fire 2. I have a pretty round figure, and I tend to be a really outgoing person who tends to get himself in trouble. My best friend and I are inseparable, just like Ryu and Bow—we do everything together and he always gets me out of tough situations.

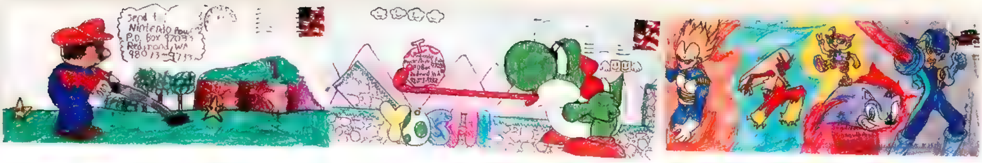
Michael McCloy
Via the Internet

The game character I relate to most is Luigi. Like Luigi, I am taller than my brother is. My favorite color is green and I am thinking of growing a moustache when I get older. I have a big nose, big ears and a big head (not mocking Luigi or myself). Also, like Luigi, I like to wear hats because I don't like doing my hair. Golf is also one of my favorite sports.

Reed Bramble
Michigan

I am a video game mom, meaning I play Player 2 when a sibling doesn't want to play. I play to get the kids out of tight spots, etc. The kids and I really gave some thought to the last Write Away, Right Away, and came up with these characters: My nine-year-old son is Zill from The Wind Waker (the snotty-nosed kid) because he's always sniffling with allergies, and I could just picture him chasing someone with a big goober hanging off his face. Although I say that Princess Ruto from Ocarina of Time fits my daughter best, I have to say that Seto Kaiba from Yu-Gi-Oh fits her temperamental personality to make her happy. The kids' father is like Apollo from Animal Crossing for several reasons—he likes bald eagles, but also because he can be very grumpy or very sweet, depending on his mood. After some thought, everyone decided that I'm like [Pokémon Trainer] Ash Ketchum's mother, because like some mothers, I can be embarrassing and talk about needing to change underwear, be firm about cleaning your room, or be sweet and loving.

The Haque Family
Kansas



If there was any videogame character that I've bonded with, it would have to be Puck from Animal Crossing. We've done so much stuff together, such as the Fishing Tourney and Morning Aerobics. If something happened to him that [put] him in a bad mood, he'd cheer up when he saw me. One time, I sent him a Big Bro's shirt and the next time I saw him, he was wearing it! With that, I decided to purchase a Li'l Bro's shirt so that we'd be like brothers because we act like ones. We always look out for each other.

Kelsey Arcoleo
New Jersey

I would have to answer this on behalf of my little brother, Mathieu. I would have to say that he reminded me of our beloved Link. In April 2001, he was diagnosed with Leukemia. Two days after was his birthday, and I gave him a copy of Ocarina of Time, for us to play in the hospital. Just like Link, my little brother had the Triforce of Courage. He fought all he could throughout all his hardships and faced all the evils that were brought before him. In August 2001, I went through surgery for a bone marrow transplant, giving him somewhat of a new strength, kind of like a Master Sword. He fought his way through three hard years, kind of like three dungeons. In early January of 2003, he left us . . . but not empty-handed. The Triforce of Courage broke down into pieces, and they were handed out to everyone that knew him, so that we would all have the courage to go on. Thank you, Nintendo, for bringing my little brother [and me] closer with Ocarina of Time.

Francis Lamarre
Québec

I tend to live vicariously through games, so this subject is right up my alley. There are countless times I've connected with the characters I was playing as, or even the NPCs that were a part of a game's story line; there was even a brief time in my life where I felt a deep connection with the Chozo [from Metroid]. Overall, however, I'd have to say the closest connection I've ever made to a character was with my Animal Crossing persona. Animal Crossing came out just as I had moved away to college, and to tell the truth my Animal Crossing town was far more lively and interesting than the semi-rural area of Vermont I had moved to. Animal Crossing helped me keep my sanity. Now, nearly a year later, I still occasionally check up on my Animal Crossing town to see how it's doing. It feels like I'm visiting my hometown every time I decide to go back.

Jason Bowie
Via the Internet

If I were to relate to a character, it'd be somebody like Jack [from] Harvest Moon. He's always working and has no time for anything else. Haha, OK, so maybe we both get a little downtime here and there, but besides that, I'd have to say we're almost identical in personalities. Every time I work on the farm, I'm always thinking about Harvest Moon and how much the work that I'm doing is related to everything in that game! It's so cool!

Michael Miller
Utah

The character I would seem to relate to the most is Drake from Advance Wars. I'm a laid-back kind of guy who has no worries in the world except when someone (like Eagle) snaps the whip and yells "Hey lazy, get off your rump and do some good!"

Zach
Via the Internet

Even though I'm a guy, I can most closely relate to Samus Aran. So, come with me, back to Super Metroid. Like Samus, I have gone through tough trials . . . the many fights of life. Beginning like a Metroid Hatchling, I was born. Throughout my life I have fought many "monsters." Kraid represents the many sicknesses I have been through, Phantoon is all the suffering I've experienced in my life. The Ridley of my life is all the tough, hard time in school. And finally, the Mother Brain, representing times when my life was at stake, or when I had to make decisions that affected my entire future. These are the many monster battles of life I've been through . . . therefore, I feel connected to Samus, in a special way. At the very end of my life, I'll "leave Zebes," never to return again.

Jesse Bromley
Connecticut

I feel that I have a special connection with Link from Ocarina of Time. He seems to me to be a quiet person, sort of sad at times. Yet he always has a confirmed destiny: to bring peace to his homeland. I can always understand him—even if I can't hear his voice. He's so courageous!

Katey Weston
Connecticut

Border Art Provided By:

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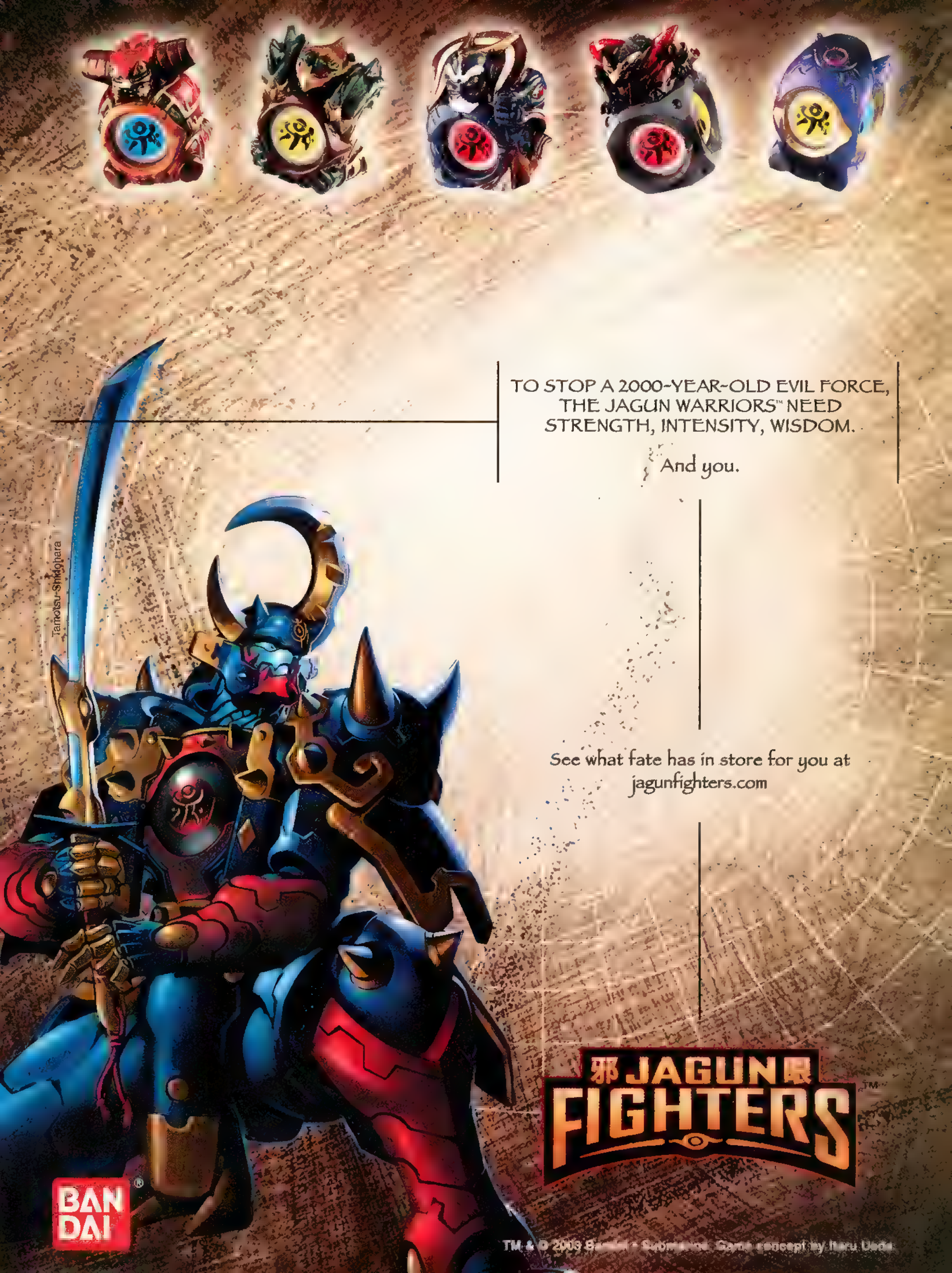
WRITE AWAY, RIGHT AWAY

Anyone who's had his or her ear to the ground knows that Nintendo is working on the Nintendo GameCube's successor. We're sure you'd like to voice your opinions on what you hope for the new system. Tell us what you think the best new feature would be for the next-gen Nintendo console. Send your ideas to the addresses listed in the good ol' 411 section on page 158.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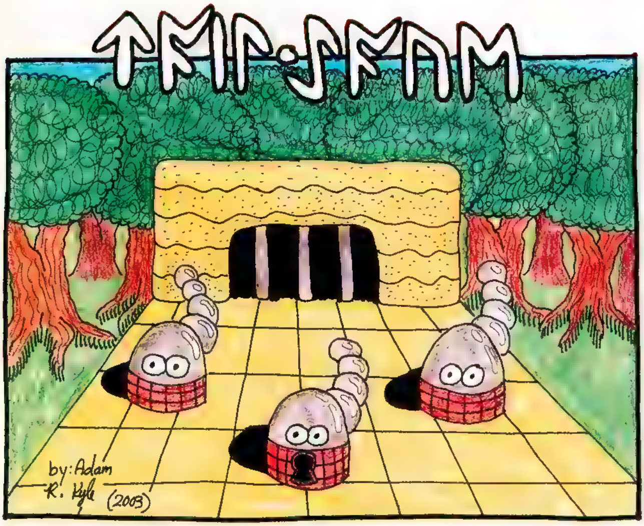
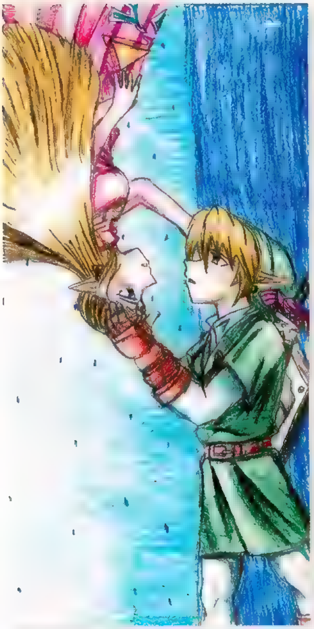
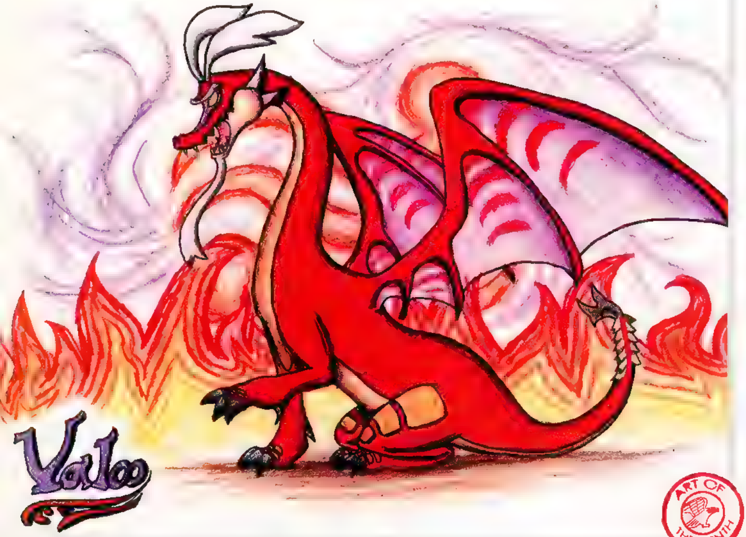
PLAYER'S PULSE
ARTIST'S GALLERY


by: Adam R. Kyle (2003)

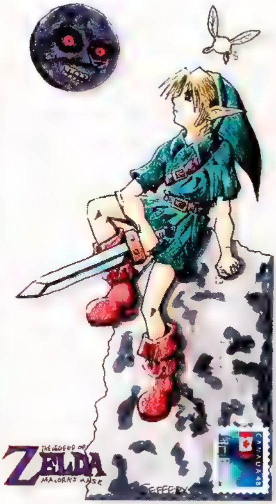
Adam Kyle • Indiana



Noelle Kleimeyer • Florida



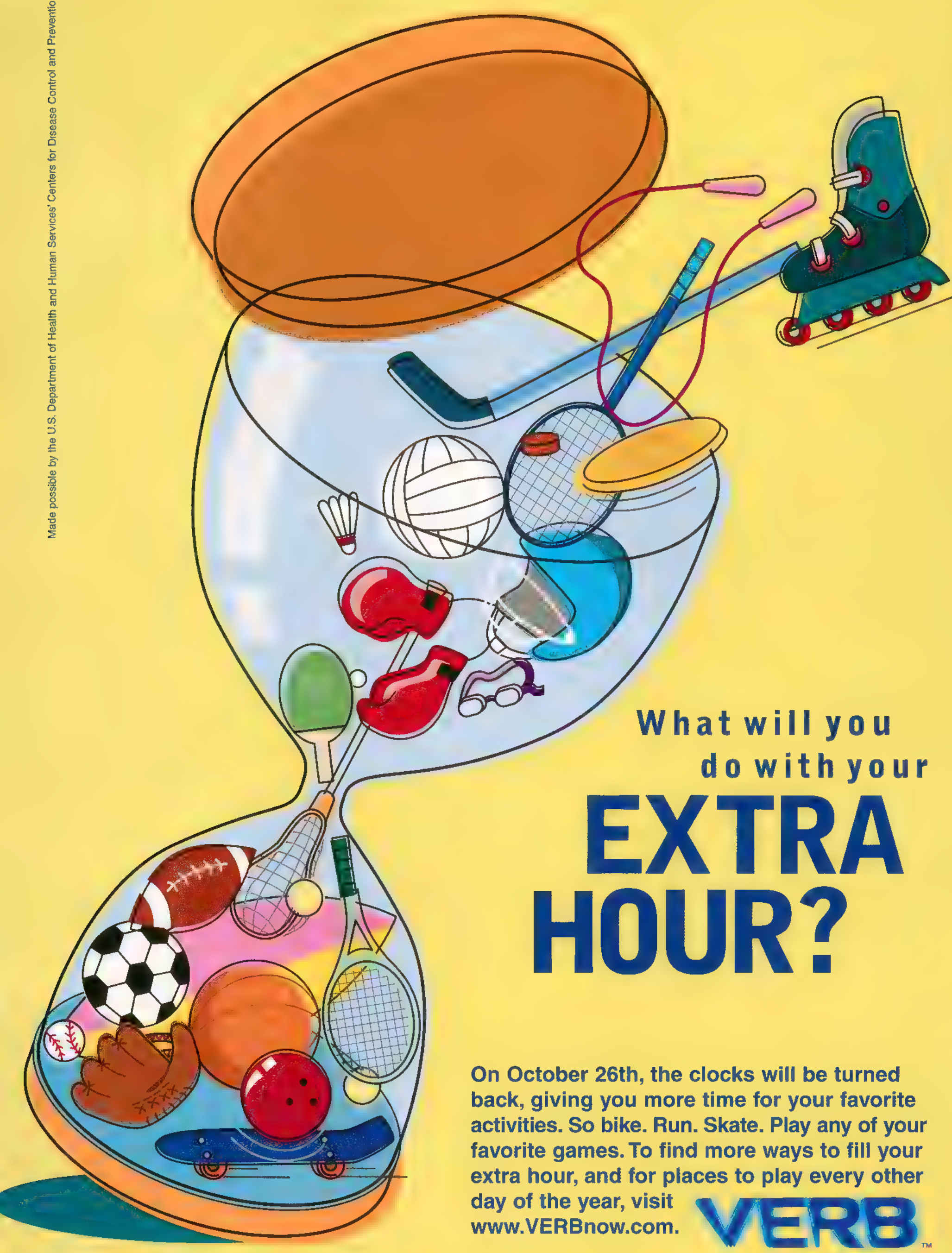
Charlotte Royer • Ohio


The Legend of Zelda
Majora's Mask
Jeffery
Canada

Jesse Jeffery • British Columbia

ART OF THE MONTH
CONTEST WINNER

Made possible by the U.S. Department of Health and Human Services' Centers for Disease Control and Prevention



What will you do with your EXTRA HOUR?

On October 26th, the clocks will be turned back, giving you more time for your favorite activities. So bike. Run. Skate. Play any of your favorite games. To find more ways to fill your extra hour, and for places to play every other day of the year, visit www.VERBnow.com.

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POWER CHARTS.173

Nintendo GameCube

[illegible] of movement on the charts this month as Mario Golf debuts at number one on the sales chart and Viewtiful Joe finally dethrones Soul Calibur II as the top player's choice. The king is dead! Long live the king!

TOP-SELLING GAMES* NINTENDO GAMECUBE

		[illegible] POSITION	[illegible] ON CHART
1	[illegible]	[illegible]	[illegible]
2	THE LEGEND OF ZELDA: THE WIND WAKER	1	4
3	SONIC ADVENTURE DX: DIRECTOR'S CUT	2	2
4	SUPER SMASH BROS. MELEE	4	19
5	WARIO WORLD	3	2
6	MARIO PARTY 4	7	9
7	SONIC ADVENTURE 2: BATTLE	11	14
8	NCAA FOOTBALL 2004	•	1
9	MEGA MAN NETWORK TRANSMISSION	9	2
10	GODZILLA: DESTROY ALL MONSTERS MELEE!	12	7
11	METROID PRIME	13	8
12	ENTER THE MATRIX	5	3
13	DISNEY'S FINDING NEMO	8	3
14	SUPER MONKEY BALL 2	17	6
15	ANIMAL CROSSING	15	10
16	TIMESPLITTERS 2	•	2
17	SPIDER-MAN: THE MOVIE	14	7
18	NEED FOR SPEED: HOT PURSUIT 2	20	3
19	TIGER WOODS PGA TOUR 2003	19	2
20	THE LORD OF THE RINGS: THE TWO TOWERS	•	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		[illegible] POSITION	[illegible] ON CHART
1	[illegible]	[illegible]	[illegible]
2	SOUL CALIBUR II	1	5
3	FINAL FANTASY CRYSTAL CHRONICLES	•	1
4	F-ZERO GX	3	3
5	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	•	1
6	BILLY HATCHER AND THE GIANT EGG	8	3
7	TIGER WOODS PGA TOUR 2004	•	1
8	GLADIUS	•	1
9	P.N. 03	4	3
10	MARIO GOLF: TOADSTOOL TOUR	7	3
11	KIRBY—AIR RIDE	•	1
12	MADDEN NFL 2004	9	3
13	THE LEGEND OF ZELDA: THE WIND WAKER	6	9
14	HITMAN 2: SILENT ASSASSIN	5	3
15	BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	•	1
16	NCAA FOOTBALL 2004	11	3
17	NBA STREET VOL. 2	20	6
18	METROID PRIME	10	16
19	NHL HITZ 20-03	•	6
20	WWE WRESTLEMANIA XIX	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		[illegible]	[illegible]	[illegible]
1	[illegible]	[illegible]	[illegible]	[illegible]
2	[illegible]	[illegible]	[illegible]	[illegible]
3	[illegible]	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	[illegible]

Future Release

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*One booster display of the current Magic expansion and 1 booster display of the subsequent two Magic expansions, to be sent directly to the player from Wizards of the Coast. All trademarks, including the ✱ ◆ ♣ ♠ ♣ ◆ symbols, are property of Wizards of the Coast, Inc. ©2003 Wizards. Illustration by John Avon.

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NINTENDO
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Game Boy

The NP Krew couldn't be more excited that Fire Emblem is finally coming to the US. When the GBA game is released this November, our fellow strategy fiends will discover why the series is so popular in Japan.

KEY: GAME BOY ADVANCE [illegible]

TOP-SELLING GAMES* GAME BOY

		POSITION	IN CHART
1	DRAGON BALL Z: THE LEGACY OF GOKU II	5	2
2	DONKEY KONG COUNTRY	1	2
3	POKéMON RUBY	2	4
4	POKéMON SAPPHIRE	3	4
5	YU-GI-OH! WORLDWIDE EDITION	6	3
6	DISNEY'S FINDING NEMO	4	3
7	ADVANCE WARS 2: BLACK HOLE RISING	9	2
8	SONIC ADVANCE 2	10	4
9	MEGA MAN BATTLE NETWORK 3: BLUE VERSION	•	1
10	KIRBY: NIGHTMARE IN DREAM LAND	•	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		POSITION	IN CHART
1	FIRE EMBLEM	2	2
2	FINAL FANTASY TACTICS ADVANCE	1	5
3	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	•	1
4	WARIO WARE, INC.: MEGA MICROGAMES	7	7
5	SHINING SOUL	•	1
6	CIMA: THE ENEMY	•	1
7	HARVEST MOON: FRIENDS OF MINERAL TOWN	8	3
8	BOKTAI: THE SUN IS IN YOUR HAND	5	2
9	POKéMON PINBALL: RUBY & SAPPHIRE	•	1
10	CASTLEVANIA: ARIA OF SORROW	3	7

*Player's Choice and Most Wanted information courtesy of the NP Krew.

NINTENDO GAMECUBE
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Pikmin 2
Coming Soon
Mario Kart: Double Dash!!
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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Mario Kart: Double Dash!! doubles the fun with two-player teamwork, then multiplies it again with four-player races and LAN connections that allow eight players to join the Mushroom Kingdom mayhem.

THE SPOTLIGHT

NHL 2004

EA Sports takes center ice in this month's Game Watch gallery with NHL 2004. You'll chill with all the new options and upgrades.

Need for Speed Underground

From the wacky Mario Kart we take you to the sensational simulation of EA's Need for Speed Underground.

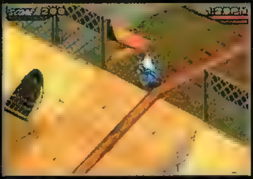
Metal Gear Solid: The Twin Snakes

As Konami puts the final touches on MGS for Nintendo GameCube, Game Watch takes a look at Metal Gear's history and characters.

Spawn

Caught between heaven and an unpleasantly hot place farther south, Todd McFarlane's Spawn comes to life on GCN.

Tony Hawk's Underground



This is the rags-to-riches story of a skateboarding wannabe (insert your name here) who grinds his way to boarding fame.

River City Ransom Advanced

We brawl 'til the cows come home in RCR. Thanks to Atlus for bringing back one of the great 8-bit titles and updating it for GBA.

THE GAMING NEWS FOR NOVEMBER 2003

GAME BOYS ADVANCE

What product currently tops the gaming charts in North America? The answer may surprise you—Game Boy Advance. The latest sales data shows that the GBA has 44% of the market, making it the best-selling video game system from California to Nova Scotia. GBA SP accounted for 79% of all Game Boy Advance sales in the latest reports. Not a bad way to start. As for overall software sales, half of the top 10 titles play only on GBA. And those numbers are likely to climb even higher in the next few months, with incredible games such as Final Fantasy Tactics Advance, Super Mario Advance 4: Super Mario Bros. 3, Fire Emblem and Sword of Mana adding to the fun.

MARIO KEEPS OPTIONS OPEN

A recent press release stating that Mario won't run for governor of California may disappoint fun-loving voters in the Golden State, but that doesn't mean they (or anyone else) can't join the Mario Party for a rollicking good time. On Nov. 11, Mario will launch the next stage in the evolution of the Mario Party. His first act will be to restore peace to Dream World, just one in a long list of Mario Party 5 campaign promises. Running exclusively on the Nintendo GameCube ticket, Mario and trusted cabinet members Donkey Kong, Princess Peach, Luigi, Toad and others will take his message to the streets, campaigning nonstop across all-new game boards and through more than 60 new minigames. "I've spent my life collecting coins, leaping over obstacles and fighting bosses, so obviously I have the necessary experience," says Mario. "But as all game players know, everything else must be put on hold until the limitless fun of Mario Party 5 is explored. Once that's done, I will make a decision." Political insiders believe that Mario may have set his sights on a higher office, where he will be able to ensure that all citizens have access to great games and free plumbing.

WHAT'S THAT NOISE?

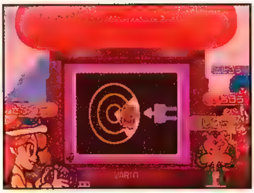
If you visit Japan next spring, you may hear drums. Don't panic—it will just be the sound of GCN owners playing Donkey Konga, pounding a special conga-drum controller to make DK do his musical thing. There's no word yet on a North American release for Donkey Konga, but you might want to start sharpening your percussion skills all the same.

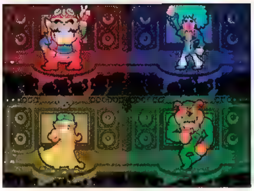
FEEDING FRENZY FOR 3DO

The recent demise of 3DO had game publishers circling the company's properties, looking for a sweet deal. So far, Namco has snatched up Street Racing Syndicate and Ubi Soft has nabbed the Might & Magic franchise. Where is the Green Army when you need it?

WARIO WEARS IT WELL

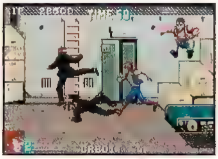
Wario is bringing his fast-paced brand of gaming to GCN, with the emphasis on multiplayer fun. Atsumare! Made in Wario! (roughly translated as Let's Get Together! Wario Ware, Inc.!) is based on the Wario Ware, Inc. concept for GBA, but the new game will deliver more than 200 novel activities for individual or multiple players. The fun begins this October in Japan. We'll keep you posted on Wario's prospects for hitting the GCN in North America.

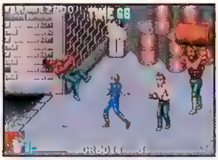




REENTER THE DRAGONS

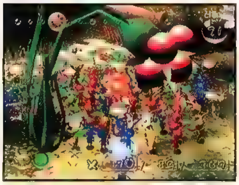
Clubbing takes on new meaning with the return of the Double Dragon franchise. One of the most beloved brawlers from the NES days will find a new home on the GBA this fall. Players battle through mean streets with their fists, feet and anything they can pick up and swing or throw. Atlus has included great cinema scenes, a new Survival mode and a two-player option.

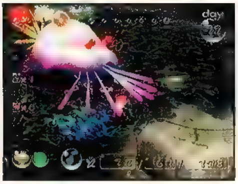




OUR FAVORITE PIKMIN

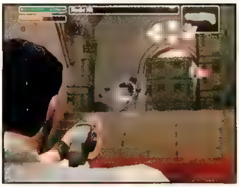
The latest screen shots of the Japanese version of Pikmin 2 show Captain Olimar's reunion with his Pikmin pals. Working frantically to earn a fortune and avoid bankruptcy, Olimar commands armies of intrepid Pikmin to build bridges, clear paths and defeat hungry Pikivores. Gamers won't have to watch the clock while playing Pikmin 2, which should make for a more relaxed gaming experience than the original Pikmin. The game introduces two new types of Pikmin. The giant purple Pikmin are strong enough to take on major tasks, and the white Pikmin are impervious to poisonous gas. Pikmin 2 also features underground mazes, cunning puzzles and a great two-player cooperative mode.

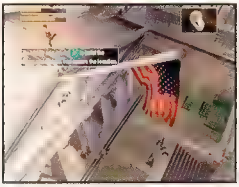




FIGHT FOR YOUR FREEDOM

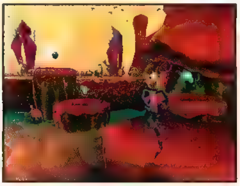
What if the Soviet Union had dropped an atomic bomb on Berlin and won World War II? Communist governments might have sprung up around the globe, leaving the United States as the only free nation in the world by the beginning of the new century. Such is the premise for Freedom Fighters from EA Games. The Soviets have begun their final conquest by invading New York City, and you're in the thick of the fight. The squad-based action is gritty, intuitive and presented with superior production values. Let freedom ring!

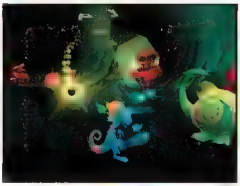




THE SHAPE OF THINGS TO COME

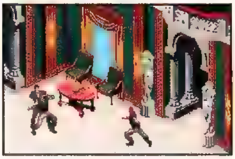
Scaler the chameleon can mimic the shapes of his enemies and gain new abilities to help him through his colorful but dangerous world. We had our first look at TDK Mediactive's original character-based action platformer recently and found it to be creative and full of variety. Scaler is still in the early stages of development and is expected to be released in the second half of 2004 for Nintendo GameCube. We'll bring you more lizard news as we receive it.

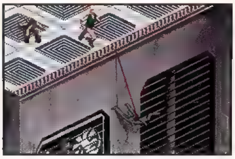




EVERYTHING FOR BOND

In James Bond 007: Everything or Nothing, players think like Bond, act like Bond and, best of all, see Bond from a cinematic third-person perspective. The Game Boy Advance version of Everything or Nothing, like its GCN big brother, will also step back to provide the player with a wide view of the action. Expect gadgets, exotic locales and exclusive connectivity between the GCN and GBA titles.

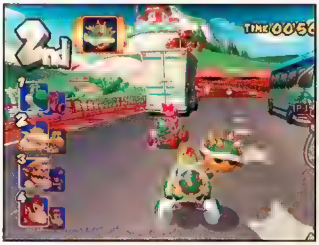




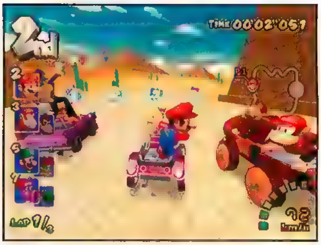
MARIO KART: DOUBLE DASH!!

Game Type: Kart racing
Publisher: Nintendo
ETA: November 2003
System: Nintendo GameCube

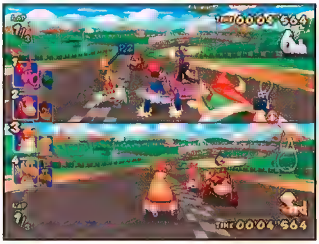
The franchise that originated the kart racing genre is speeding onto the GCN scene this month, and it's the biggest and best Mario Kart ever. Brilliant graphics and perfectly balanced play control are expected of every Mario Kart game, and Mario Kart: Double Dash!! doesn't disappoint. But the real news is that two characters team up on the karts—one in the driver's seat and one on the rear platform; the latter tosses koopa shells at opponents or drops banana peels at strategic points on the track. Better yet, two players can combine their talents on one kart during cooperative play modes. All your favorite citizens of the Mushroom Kingdom (along with guests Donkey Kong and Diddy Kong) are aboard for the ride, racing in Grand Prix, Time Attack and Battle modes. The action is awesome—chaotic, see-saw, fresh and surprising. This one deserves a spin.



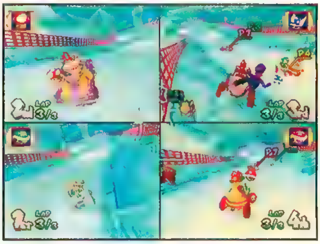
Traffic on the road makes things even more interesting for racers, who must weave around it.



Races take place in a wide range of settings, from the desert to the city to the jungle.



Two players can go head-to-head, each controlling one kart and switching between the characters.

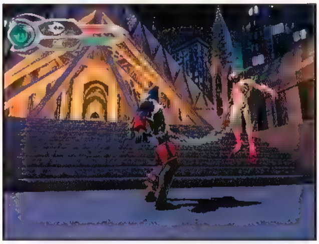


The fun becomes manic when four players vie for the lead. Items play a key role.

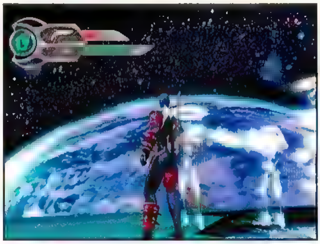
SPAWN

Game Type: Action
Publisher: Namco
ETA: November 2003
System: Nintendo GameCube

Namco is packing more than 30 levels of intense shooting and fighting action into Spawn for GCN. The dark journey begins in Spawn's alley and takes you to a space station orbiting earth. Todd McFarlane, Spawn's creator, left his mark on everything from story development to game play. The result is a stylish shooter with oceans of gore.



You'll handle the forces of good and evil using Spawn's chains. They're also useful in snow.

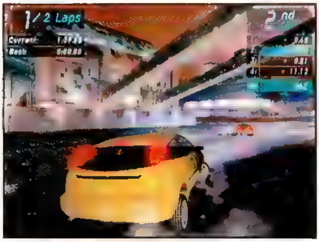


Far above the planet, Spawn battles angels who are plotting to destroy Hell with a really big gun.

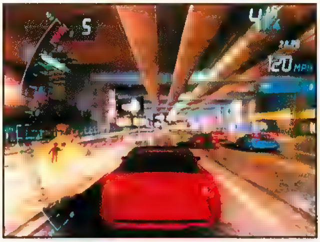
NEED FOR SPEED UNDERGROUND

Game Type: Street racing
Publisher: EA Games
ETA: November 2003
System: Nintendo GameCube

EA Games takes to the streets with the latest in its Need for Speed series for GCN. Wide-open street races and high-speed drag races take place at night in realistic urban settings. You'll unlock hot cars from Toyota, Subaru and other manufacturers, customize them with branded parts and partake in more than 100 unique events during your racing career.



Street courses have hidden shortcuts, and you can earn points for hang time and collisions.

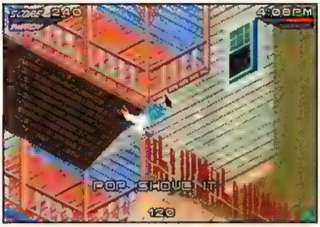


Drag races require you to shift gears at the optimum time and hold a straight line.

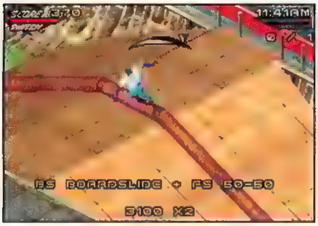
TONY HAWK'S UNDERGROUND

Game Type: Skateboarding
Publisher: Activision
ETA: October 2003
System: Game Boy Advance

Vicarious Visions and Activision team up one more time to deliver an incredibly challenging and diverse skateboarding adventure in Tony Hawk's Underground for GBA. The story mode follows you from humble beginnings at your hometown skateboard park to big-time events on the coast. Pro boarders will give you advice and help you move to the next level. With luck, you'll get to meet Tony himself. The mode is much more of an adventure than in any previous Tony Hawk game, and it's a welcome change. You can also check out Free Skate, Arcade and Head-to-Head modes, or upgrade your gear in the Skate Shop. The tunes rock, the graphics are sweet and you'll be bustin' tricks until your batteries run out of juice.

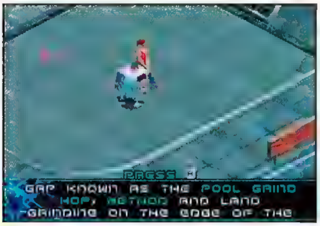


Your skateboarding career begins at home, where you'll ollie off every ledge and roof in sight.



The early game is a balancing act. You'll earn points and learn tricks, but progress is slow.

You'll have to earn your chops before you'll be able to skate everywhere. Keep to your own turf early on.

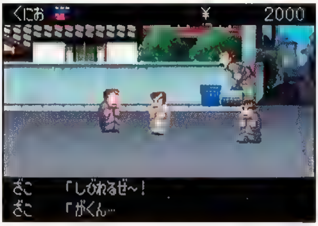


Talk to people you meet to learn new tricks and techniques. They may give you challenges.

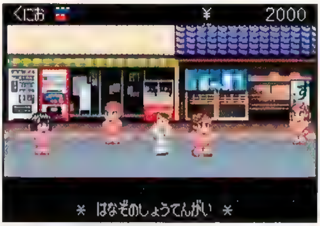
RIVER CITY RANSOM ADVANCED

Game Type: Street brawling
Publisher: Atlus
ETA: Winter 2004
System: Game Boy Advance

Old-school kitsch comes to GBA with the return of the River City Ransom franchise. The block-headed characters, simple-but-fierce fighting techniques and involving story elements make RCR for GBA even better than the old NES classic. We previewed a Japanese version, but Atlus will release the English game this winter.



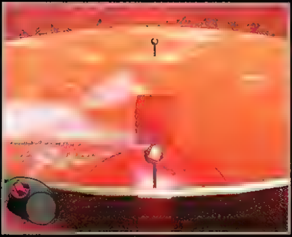
The GBA version's graphics are greatly improved over earlier 8-bit River City Ransom games.

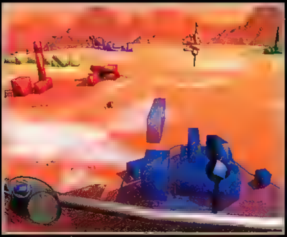


Enter shops, go up alleys and scroll left or right after completing stages to explore the city.

PROJECT: DIGIPEN

Bontãgo players begin with flags spaced evenly around the edge of a large disk. A circle representing the player's controlled area surrounds each flag. A block will appear on each player's cursor every few seconds, and the player must place the block somewhere in his or her controlled area. The goal of the game is to extend the controlled area from the starting flag to the center of the disk. The first player to possess a continuous area from starting flag to center wins. DigiPen students Eric Anderson, Jason Bolton, Tristan Hall and Justin Kinchen created the single- and multi-player strategy game.

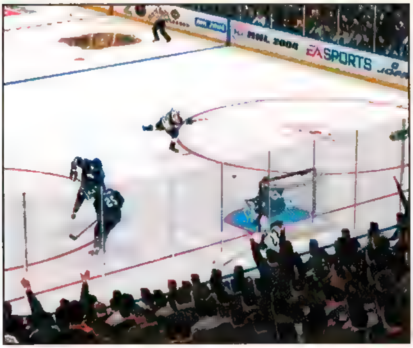




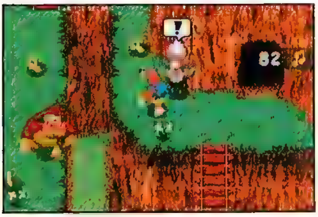
For more information on DigiPen and to download a copy of Bontãgo to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

NOVEMBER GALLERY

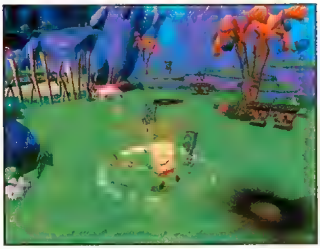
Our November gallery covers a wide spectrum of games, from NHL hockey to Nickelodeon franchises. We're pleased to see the return of a bird-and-bear pair to a Nintendo platform along with plenty of odd newcomers. Our special treat this month is a history of Metal Gear Solid and new screen shots of MGS: The Twin Snakes.

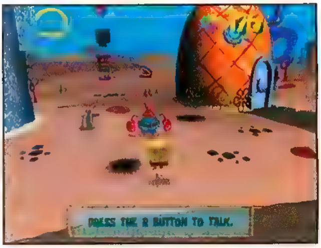


NHL 2004
Fast, hard-hitting action returns to GCN as EA Sports takes to the ice. This year's NHL offering breaks new ground with Bruise Control (a custom fighting system) and international teams.

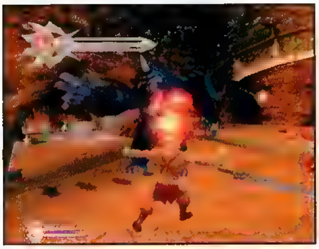


Banjo-Kazooie: Grunty's Revenge
Game Boy Advance is the new home for Banjo and Kazooie. The all-new adventure from THQ features Jiggies, Jinjos, Mumbo transformations and the always-entertaining antics of the slow but heroic Banjo and his birdbrained pal, Kazooie.

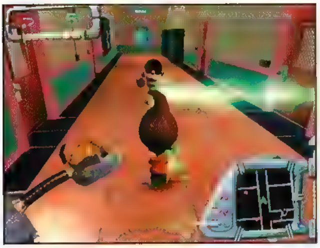




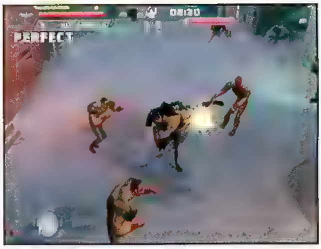
SpongeBob SquarePants: Battle for Bikini Bottom
Dive beneath the waves with SpongeBob, Patrick Starfish and Sandy Cheeks for Tongue Boarding and Underwear Bungee-Jumping in 10 wet worlds of wacky platform action.



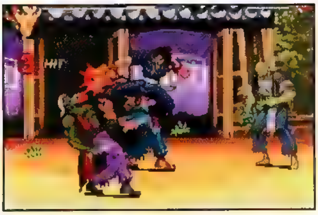
He-Man: Defender of Grayskull
Big swords and brawny heroes are the order of the day in TDK's tribute to hack-and-slash for Nintendo GameCube.



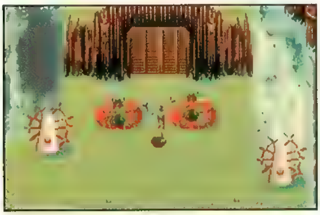
Jimmy Neutron Boy Genius: Jet Fusion
Jimmy's book report backfires when he transports his class into a Jet Fusion action novel. The GCN adventure is a step up from last year's game.



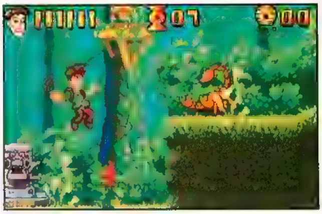
Batman: Rise of Sin-Tzu
Ubi Soft's new Batman adventure pays homage to the animated series. The action-fighter rises head, shoulders and Batcowl over Dark Tomorrow.



Gekido Advance: Kintaro's Revenge
DSI's stylish adventure/fighter looks as great as it plays. Young Kintaro must thrash hordes of foes, but there's much more to the game than fisticuffs.



Oddworld: Munch's Oddysee
Abe and Munch need some help from their Mudokon brothers to destroy the Evenwurst Weenerz Co. in THQ's oddball adventure.



Pitfall Harry
Activision's platformer is a treasure trove of super graphics, fun game play and a fresh sense of humor. Welcome back, Harry.

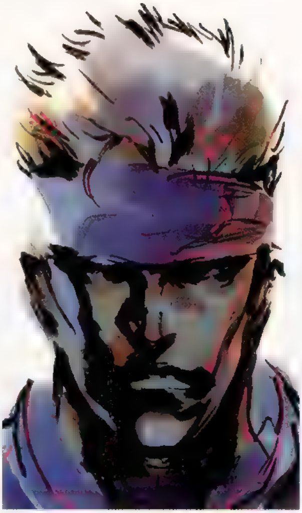
METAL GEAR SOLID: THE TWIN SNAKES

The Metal Gear series started on the NES in May of 1988. The top-down title was the first game to mix action and stealth elements. You were Solid Snake, a member of the elite FOXHOUND commando unit that was charged with entering a secret African army base to save the world from a tyrant known as Big Boss. (The title, Metal Gear, refers to a giant tank that Snake has to destroy at the end of the game.)

The original game was followed by the mostly side-scrolling NES title, Snake's Revenge in 1990. It was much more action-packed than the first, and the first time that Snake worked with a team. A third Metal Gear game followed it but that was released only on the Japanese MSX system.

When the fourth game in the series, Metal Gear Solid, debuted on the PlayStation, it pretty much created the third-person stealth-action genre. Snake once again had to infiltrate a secret base (in an Alaskan location called Shadow Moses Island) and stop Metal Gear—which had become a kind of walking tank capable of firing nuclear missiles. The bad guys were a group called FOXHOUND, which was Snake's old unit. The two-disc game boasts incredible game play, spot-on control and one of the most ingenious and twisting story lines every written. It's also full of characters with personality and interesting flaws—especially the baddies.

Now, the Metal Gear series finally returns home in Metal Gear Solid: The Twin Snakes for the Nintendo GameCube. A total remake of Metal Gear Solid—featuring new graphics and sound and many new game play features from the recent Metal Gear Solid 2: Sons of Liberty—The Twin Snakes promises to be one of the finest titles every released on a Nintendo platform. Let's take a moment to meet some of the characters.



Solid Snake

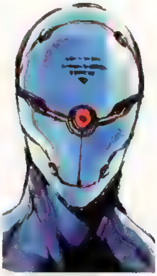
Solid Snake: The aging commando is sprung from prison and given his newest assignment—infiltrate Shadow Moses Island and stop Metal Gear!

Liquid Snake: The leader of a band of FOXHOUND rebels and Snake's twin brother. His thirst for power is rivaled only by his hatred for Solid Snake.

Revolver Ocelot: A cunning man with one hand who spends much of his time playing both ends against the middle.

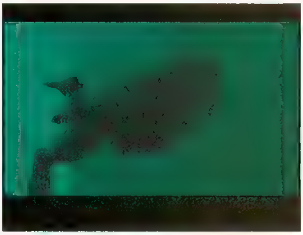
The Ninja (a.k.a. Cyber Ninja): A former comrade of Snake's named Grey Wolf who was brought back from the dead and given cybernetic implants. He is a huge character in MGS: TTS and seems to hate everyone equally. His idea of perfection is a one-on-one fight with no weapons save your fists.

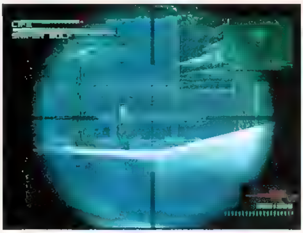
Meryl Silverburgh: The niece of General Campbell (the man who recruits Snake). She is at the base on Shadow Moses Island and teams up with Snake once he rescues her. (The scene where you first meet Meryl is legendary in the video game world.) Depending on choices you make in the game, her fate may end up being a very bad one....



The Ninja

Next month, we'll bring you an update on the progress of Metal Gear Solid: The Twin Snakes for GCN. In the meantime, enjoy the latest pics below.





GAME WATCH FORECAST

DEVELOPER PROFILE

Atlus's Go! Go! Hypergrind for GCN boasts over-the-top graphics from Spumco and wildly inventive game play from Atlus's Japanese developer, Team Poponchi. How did the collaboration come about? Read on.

GW: How did the idea for the game come about? How did you end up collaborating with Spumco?

TP: We wanted to create a game that broke the unwritten rules of typical video games. So, we first challenged ourselves in building a game within a genre that we were most familiar with, "boarding." During the game designing phase, we approached Spumco, which some of the team members have worked with in the past, to join us in collaboration on this new project. As you may already know, Spumco has created unique animation and humor [such as Ren and Stimpy] that strays from the typical cartoon. That was what we respected and definitely wanted to work with in this game.

GW: What elements did you want to emphasize to ensure that the game would be fun to play?

TP: We wanted to incorporate much more action than what is typical in cartoon animation. The action will be more animated depending on how far the player wants to take it.

GW: What does Go! Go! Hypergrind bring to the skateboarding game genre?

TP: GGH will bring a whole new definition to the skateboarding action game genre. It will not be just simulation skateboarding.

GW: What's your favorite obstacle-and-reaction gimmick in the game, and were there any gimmicks you wanted to put into the game but weren't able to?

TP: My favorite gimmicks are the circular saw, the toilet and the chomping flower. My favorite reaction is the decapitation. There is one reaction that I think about to this day that we could not include due to time constraints: slicing the body into bits and pieces.

GW: The E^3 version focuses on triggering reaction gimmicks and chaining them together. Do you have plans for other skateboarding-game goals?

TP: In Story mode you try to outskate other characters for a leading role in a new animation show. Other modes revolve around the Story mode. The Score Attack mode will be scored based on the wackiness of the performance. In Versus mode, there will be specific rules for an exciting battle. There will be collectible items to upgrade the player's boards and wheels, items that change the parameters of the characters and, if possible, a collection of original Spumco art.

GW: Why place a skateboarding game in a cartoon world, versus taking a more realistic approach?

TP: We felt that the entertaining element of the game would be better portrayed in a cartoon setting. We want our audience to be able to laugh rather than cringe when watching all the reactions.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
BAD BOYS II
BATMAN: RISE OF SIN-TZU
BEYBLADE: SUPER TOURNAMENT BATTLE
BEYOND GOOD & EVIL
BIONICLE
CARMEN SANDIEGO: TO TRACK A THIEF
CHIBIROBO
CONAN: THE DARK AXE
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DISNEY'S HIDE & SNEAK
DRAGON BALL Z: BUDOKAI
DUNGEONS & DRAGONS HEROES
ENCLAVE
EXTREME FORCE: GRANT CITY ANTI-CRIME
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FOUR HORSEMEN OF THE APOCALYPSE
FREEDOM FIGHTERS
FREESTYLE METAL X
FREESTYLE STREET SOCCER
FROGGER'S ADVENTURES: THE RESCUE
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GEIST
GLADIUS
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
HARRY POTTER: QUIDDITCH WORLD CUP
HARRY POTTER AND THE SORCEROR'S STONE
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HE-MAN: DEFENDER OF GRAYSKULL
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: HIGHWAY 35 WORLD RACE
I-NINJA
JACKED
JAMES BOND 007: EVERYTHING OR NOTHING
JIMMY NEUTRON BOY GENIUS: JET FUSION
JUSTICE LEAGUE
KEROKEROKING
KILLER 7
KIRBY—AIR RIDE
KNIGHTS OF THE TEMPLE
THE LEGEND OF ZELDA: FOUR SWORDS
THE LEGEND OF ZELDA: TETRA'S TRACKERS
LEGENDS OF WRESTLING 3
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO KART: DOUBLE DASH!!
MARIO PARTY 5
MARIO TENNIS
MEDAL OF HONOR: RISING SUN
METAL ARMS: GLITCH IN THE SYSTEM
METAL GEAR SOLID: THE TWIN SNAKES
MICRO MAYHEM
MIDWAY ARCADE TREASURES
MISSION: IMPOSSIBLE—OPERATION SURMA.
MOBILE SUIT GUNDAM
MONSTER 4X4: MASTERS OF METAL
MTV'S CELEBRITY DEATHMATCH
THE MUPPETS PARTY CRUISE
NARC
NBA BALLERS
NBA LIVE 2004
NEED FOR SPEED UNDERGROUND
NFL BLITZ PRO
NFL STREET
NHL HITZ PRO
ONE PIECE: TREASURE BATTLE
PAC-MAN
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
PIKMIN 2
PILLAGE
PITFALL HARRY
POKéMON CHANNEL
POKéMON COLOSSEUM
PRINCE OF PERSIA: THE SANDS OF TIME
R: RACING EVOLUTION
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RISK
ROADKILL
ROBOCOP
ROCKET POWER: ZERO GRAVITY ZONE
ROGUE OPS
SCALER: THE SHAPE SHIFTING CHAMELEON
SCOOBY-DOO!: MYSTERY MAYHEM
SETTLERS
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC HEROES
SPAWN
SPHINX AND THE SHADOW OF SET
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SSX 3: OUT OF BOUNDS
STAR FOX
STAR WARS ROGUE SQUADRON III: REBEL STRIKE
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
THE SUFFERING
TAK AND THE POWER OF JUJU
TALES OF SYMPHONIA
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
TONKA RESCUE PATROL
TONY HAWK'S UNDERGROUND
TRUE CRIME: STREETS OF L.A.
UNITY
URBAN FREESTYLE SOCCER
WALLACE & GROMIT IN PROJECT ZOO
WORLD CHAMPIONSHIP POOL 2004
XIII
XGRA—XTREME G RACING ASSOCIATION
X-MEN LEGENDS
YU-GI-OH!: THE FALSEBOUND KINGDOM

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

GAME BOY ADVANCE

A SOUND OF THUNDER
ACTIVISION ANTHOLOGY
AERIAL ACES
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BANJO-KAZOOIE: GRUNTY'S REVENGE
BATMAN: RISE OF SIN-TZU
BEYBLADE: SUPER TOURNAMENT BATTLE
BIONICLE
THE CAT IN THE HAT
CORVETTE
CUSTOM ROBO GX
DISNEY'S BROTHER BEAR
DISNEY'S THE LION KING 1-1/2
DISNEY'S PARTY
DORA THE EXPLORER: SUPER SPIES
DOUBLE DRAGON ADVANCE
DRAGON BALL Z: TAIKETSU
DR. SEUSS: THE SEUSSATIONAL JOURNEY
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMITSA ADVANCE
FIFA 2004
FIRE EMBLEM
FROGGER'S JOURNEY: THE FORGOTTEN RELIC
GEKIDO ADVANCE: KINTARO'S REVENGE
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HARVEST MOON: FRIENDS OF MINERAL TOWN
THE HAUNTED MANSION
THE HOBBIT
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
JUSTICE LEAGUE
LADY SIA II
LITTLE LEAGUE BASEBALL WORLD SERIES
LIZZIE MCGUIRE: ON THE GO!
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MARIO AND LUIGI: SUPERSTAR SAGA
MEDAL OF HONOR: INFILTRATOR
METAL SLUG ADVANCE
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: TOURNAMENT EDITION
MUCHA LUCHA!: MASCARITAS OF THE LOST CODE
NEED FOR SPEED UNDERGROUND
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE: GRAND BATTLE
ONIMUSHA TACTICS
OPERATION: ARMORED LIBERTY
OZZY & DRIX
PAINTBALL
PITFALL HARRY
POWER RANGERS: WILD FORCE
QUAD DESERT FURY
RADIUM
RIVER CITY RANSOM ADVANCED
RIVER KING
ROAD RASH: JAILBREAK
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO!: MYSTERY MAYHEM
SHINING SOUL II
SHREK 2
THE SIMS: BUSTIN' OUT
SONIC BATTLE
SONIC PINBALL PARTY
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SPY MUPPETS: LICENSED TO CROAK
SPYRO: ATTACK OF THE RHYNOCS
SSX 3
STAR WARS: FLIGHT OF THE FALCON
STARSKY & HUTCH
STATIC SHOCK
SUPER DUPER SUMOS
SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SWORD OF MANA
TAK AND THE POWER OF JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TONY HAWK'S UNDERGROUND
TOP GEAR RALLY
TOP GUN: COMBAT ZONES
ULTIMATE CARD GAMES
ULTIMATE TABLE GAMES
ULTIMATE WINTER GAMES
WAKEBOARDING UNLEASHED
WALT DISNEY'S ALADDIN
WIZARDRY: THE SUMMONING
WOODY WOODPECKER IN CRAZY CASTLE 5
WORLD REBORN
X-BLADEZ: INLINE SKATER
XYANIDE
YOSHI'S STORY
YU-GI-OH!: THE SACRED CARDS
YU YU HAKUSHO: GHOST FILES

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Dominate the F-Zero GX Tracks—Globally!

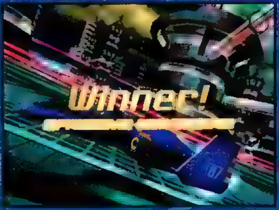
f-zero.jp

Sure, you're the best on your block at F-Zero GX. But do you have what it takes to crush the competition in your whole city—or the entire planet? Prove yourself at f-zero.jp, home to the worldwide F-Zero championships. The Internet Ranking section of the website opens on September 9, then the series begins September 25 with the Ruby Cup. So hammer the cup's Time Attack tracks and drum up speed-shattering records. Then follow the steps below to convert your Time Attack scores into passwords that you can use to enter the Web championship!

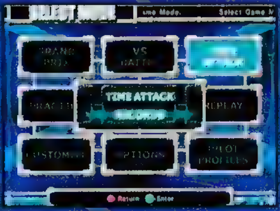
F-ZERO GX Championship Schedule

Ruby Cup	Sept. 25 - Oct. 12
Sapphire Cup	Oct. 23 - Nov. 12
Emerald Cup	Nov. 20 - Dec. 11

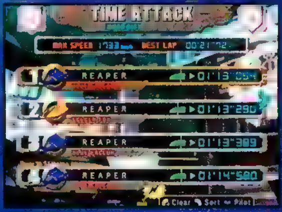
Step 1: Establish a New Record in Time Attack Mode



After you've nailed a record-breaker in the Ruby Cup Time Attack, you'll be ready to convert your time into a Ruby Cup Internet Ranking password.



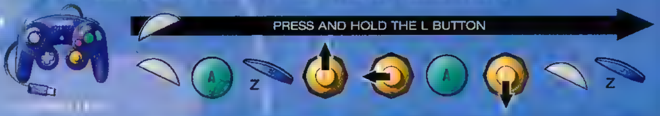
First, choose Time Attack while in Select mode. Then choose Records and head into the Ruby Cup section to find your record-breakers for each of the Ruby Cup tracks.



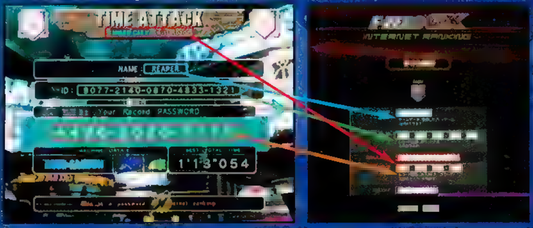
You can enter only your highest record-breaking score from each of Ruby Cup's five courses. Push Left and Right on the Control Stick to choose a course.

Step 2: Use Button-Presses to Convert Your Time Into a Password

[illegible] you'd like to convert, press and hold the L Button on Controller 1 [illegible]



Step 3: Register Your Time in the Internet Rankings



If you've pushed the buttons correctly, you'll see the Ruby Cup Internet Ranking screen. Go to f-zero.jp and visit the F-Zero GX Internet Ranking section at http://ranking.f-zero.jp/gxe.html. Then enter all of the required data from the game screen—Name, ID number, course and password—plus the city you live in to submit your time to the global competition. Then see how you rank among the world's best F-Zero GX drivers!

My Nintendo's 17-Week Sweepstakes

My Nintendo has been a hit since its online launch earlier this year, and Nintendo Power readers have signed up in droves for membership. So we're rewarding the Nintendo faithful with a 17-week sweepstakes for members! The fun starts on October 6 and runs through January 26, 2004. Every week, we'll give away great Nintendo prizes to My Nintendo users. If you haven't yet signed up for a free membership, you don't need to miss out on the sweepstakes—head to nintendo.com and sign up at any time to get your chance to win!

Pokémon
Trading Card Game
EX Sandstorm

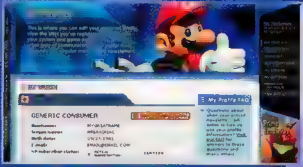
Each week, we'll be opening the Nintendo vault to give away prizes, such as Pokémon-e TCG decks, Zelda two-game bonus discs (featuring Ocarina of Time and Master Quest), GCN playable demo discs with Soul Calibur 2, Viewtiful Joe and other games) and one-year subscriptions to Nintendo Power. Then on January 26, 2004, we'll give away the biggest prize of all: the Pokémon Lugia PT Cruiser!

Zelda
Two Game Bonus Disc
Zelda Ocarina of Time Master Quest
Preview Disc
Nintendo GameCube
Sonic Adventure DX
Splinter Cell
Viewtiful Joe
Billy Hatcher
Sega

Pokémon
Nintendo

Free Eon Ticket
Nintendo Power
GCN Exclusive
Star Wars Rebel Strike
First Look At
Also
Gladius
Kirby Air Ride
Tiger Woods PGA Tour 2004
Buffy the Vampire Slayer: Chaos Bleeds

All My Nintendo members will be eligible for the Monday drawing at the beginning of each week*. You don't need to enter for each drawing—after you become a member you'll be entered automatically each week. After we draw each week's winners, we'll post the winning names somewhere within the various sections of your My Nintendo account on nintendo.com. So return each week and troll through your My Nintendo pages to see if you've won!


My Profile FAQ
Generic Consumer

My Nintendo has many sections that help you connect with Nintendo; you might find the weekly winner list in My Profile, the section that lets us know who you are!

You also might find the winner's list in My Wish List, where you can note all Nintendo games that you'd like to own—and e-mail your wishlist to friends.

Nintendo Power Magazine
My Subscriptions
Eric Consumer

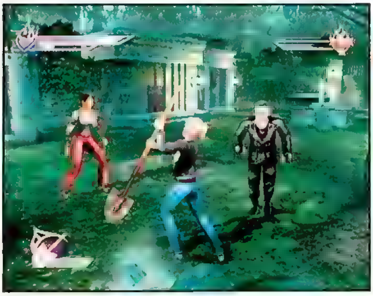
You should also check the many other sections like My Subscriptions, where you can change your subscription address and check how many issues you have remaining.

*Check out the official sweepstakes rules and details at nintendo.com.

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

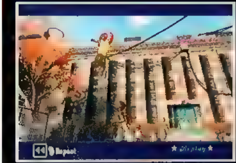
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Buffy demonstrates proven vampire-control methods in her new video, *How to Slay Vampires with Common Household Implements.* Coming soon, *101 Ways to Slay Vampires with a Toothpick!*

YOUR SCREEN TEST CAPTIONS



Our line was: Mini-Shaq appears courtesy of Dr. Evil for the new EA Small label.

New Nike shock shoes . . . $155. Lakers jersey . . . $50. Having a basketball bigger than your head . . . priceless! —*Kevin Smetana*

Matrix basketball!—*Andrew Sample*

Is it a bird? Is it a plane? Is it Spud Webb? NO! It's Gary Coleman dreaming!—*Paul Donald*

Cut, cut, CUT!!! You can see the support cable!—*Sean Anderson*

Channel 11 News takes you now live to a street basketball game that was unfortunately cut short when one of the players became tangled in a power line.—*Brad Stastny*

He's good for a six-year-old.—*Michael Malan*

I wonder if I should go in with the ball...?—*Greg Jankowski*

All those hard landings after dunking have taken their toll on Shaq and his pals. —*K. Power*

Man, Shaq looks a lot smaller in person.—*Alec*

Little Jimmy never let the fact that he was three feet tall stand in the way of his dream of being in the NBA.—*Ben Schmier*

Look, Mommy, he has the new ultra bounce shoes from Nike. I want them too!—*Max Ruzman*

WHO ARE WE?

While playing their favorite video games, gamers take on new roles and live different lives. They immerse themselves in worlds that are fantastic, exciting, magical and even dangerous. So it should come as no surprise when gamers reveal their true selves in candid photographs like the one below. Take a look in the mirror you may even see yourself in a new light.

No, a weird transdimensional warp is not responsible for the exclusive Power On photo to the right. In fact, what seems to be a cast of characters from Mario Golf is actually a portion of the NP Krew ordering lunch at Nintendo of America's HQ in Redmond, Washington. The NP Krew members revealed their true inner selves while relaxing over Mario Burgers and Koopa Fries. It wasn't an easy thing for us to do. We thought people might laugh or call us names like Dino Boy and Big Ape. But there is strength in numbers and in our belief that gaming is our lifeblood. This is who we are. Don't pity us. Join us. We would love to see your true selves. Who are you deep down inside?

who are you?
Nintendo

STAR WARS REBEL STRIKE ROGUE SQUADRON III

TEEN
T
Violence
CONTENT RATED BY ESRB

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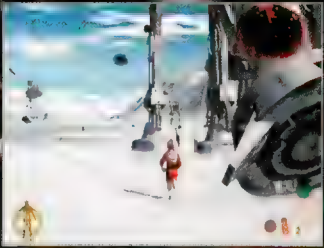
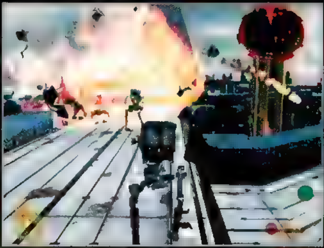


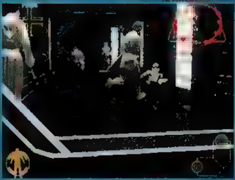


Clash with the Empire in flight, on foot and behind the controls of classic ground vehicles in LucasArts's most forceful retelling of the original *Star Wars* stories to date.

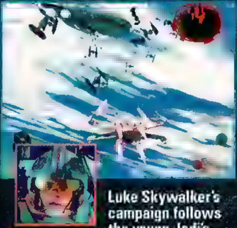
A TWO-PILOT TALE

SOAR SOLO OR AS A TEAM

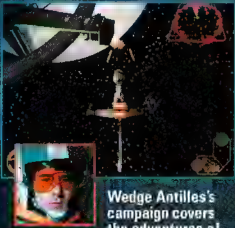
Rebel Strike explores the adventures of Luke Skywalker, Wedge Antilles and a supporting cast of *Star Wars* standbys in two single-player campaigns and a two-player cooperative campaign that covers the same territory as 2001's *Rogue Leader*.



Pick Your Pilot—Fight and Fly

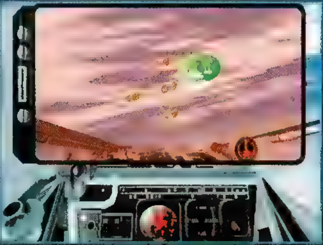


Luke Skywalker's campaign follows the young Jedi's efforts to save the Rebellion—piloting ships and often fighting stormtroopers on foot.



Wedge Antilles's campaign covers the adventures of one of the Rebel Alliance's elite pilots. His missions are almost exclusively flight-based.

Play with Power for Gold and Glory



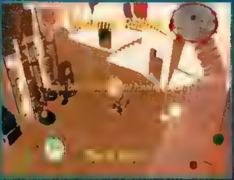
Your Empire-crushing performance is graded in six categories. If you keep the mission time to a minimum and attack the enemies with shot-saving efficiency, you'll score well and earn medals of three varieties: gold, silver and bronze.

GETTING STARTED

TATOOINE TRAINING

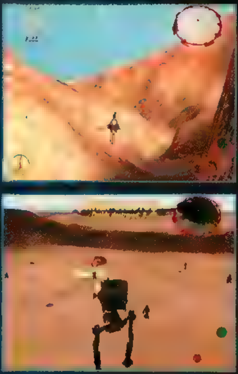
Guide Luke from his homestead to famed Tatooine locations, such as Beggar's Canyon and Tosche Station, and learn the intricacies of character and vehicle control. Once you've completed all of the exercises, you'll be ready for any challenge.

Hop, Crouch and Roll in the Homestead

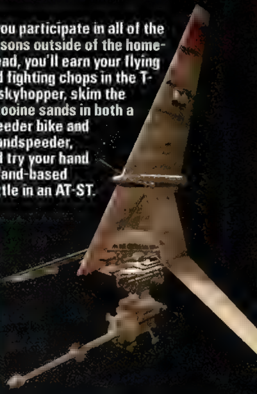


Before you leave Uncle Owen and Aunt Beru's Tatooine homestead, you'll learn character control. Guide Luke into floating Rebel symbols to trigger lessons. After you complete each lesson, the associated symbol will change from orange to green. Completing four lessons in the courtyard will give you access to the rest of the complex.

Craft Control 101



If you participate in all of the lessons outside of the homestead, you'll earn your flying and fighting chops in the T-16 skyhopper, skim the Tatooine sands in both a speeder bike and a landspeeder, and try your hand at land-based battle in an AT-ST.



MISSION ONE

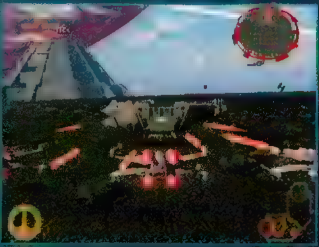
REVENGE OF THE EMPIRE

The Death Star is history, but the Imperials are still in control. They're taking revenge by attacking the Rebel base on Yavin 4. Fight off the invaders while your fellow Rebels escape.

MISSION OBJECTIVES

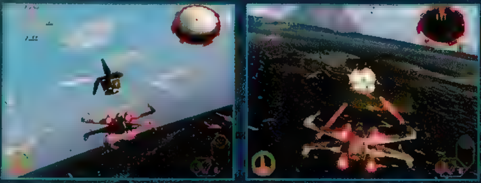
1. Destroy the Imperial transports.
2. Destroy the Imperial loader shuttles.
3. Defend the Rebel transport.
4. Find the general and Rebels.
5. Escape with the general and Rebels.

Take Down the Transports



If you can hit the broad side of a Bantha, you can destroy the Imperial transports with ease. Follow the orange wedge indicator on your scanner and target the transports one at a time. By hitting them with constant laser fire, you'll knock them out in a hurry.

Crush the Imperial Cargo

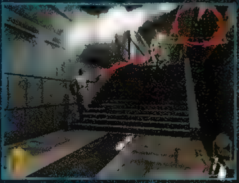


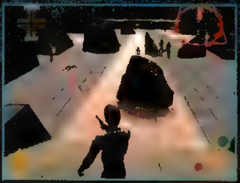
Your second attack run will pit you against six loader shuttles. By the time you destroy the first three shuttles, the others will have dropped their loads. Target the containers and their AT-ST cargo on the ground.

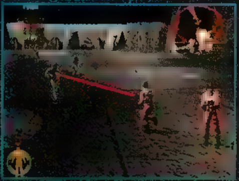
Tech Upgrade—Advanced Shields

Look for a power-up module on Yavin 4's surface. After you swoop down and collect the upgrade then complete the mission, your starfighters will have advanced shields for additional protection.

General Alert







Yavin 4's Rebel Alliance leader and his men have run to the base's ceremonial hall. Hop out of your X-wing and navigate the base's winding passages, blasting stormtroopers along the way. When you reach the ceremonial hall, pick up downed troopers' laser rifles and use them to release rapid-fire blasts.

LUKE SKYWALKER'S CAMPAIGN

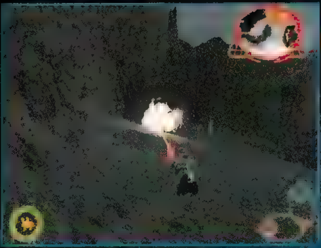
DEFIANCE ON DANTOOINE

MISSION OBJECTIVES

1 Reach the Imperial landing zone before the transports lift off.
2 Stop the ground transport that's carrying Tycho.
3 Follow Tycho back to the Rebel landing zone.

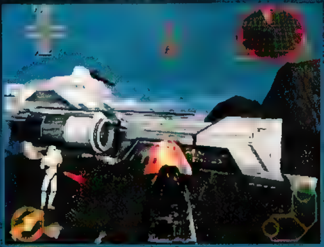
A Rebel informant, Tycho Celchu, is on the run on Dantooine. If the Imperials break him down, he'll give away Rebel secrets. Jump onto a speeder bike and save Tycho before it's too late.

Skim the River



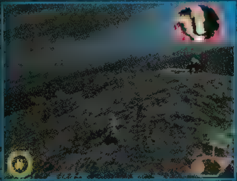
Tycho is on the far end of a winding river basin. Hijack a speeder bike and fly down the river, zigzagging around rock formations and blasting probe droids before they get too close.

Tail the Transport



After you reach the landing zone, capture a tripod gun. Blast the transport until it begins to lift off, then run to another tripod and continue your attack on the moving target.

Ridge Race and Watery Run



Following your victory against the Imperials, you'll race with Tycho back to Rebel squadmate Sarkli by way of a mountain ridge and the river basin. When Tycho tells you to boost, press the R Button to take off in a burst of speed. You'll fly over gaps in the ridge.

ADVANCED LASERS

Thorough exploration of the area will net you advanced lasers. All of your laser-equipped ships will benefit from the upgrade.

LUKE SKYWALKER'S CAMPAIGN

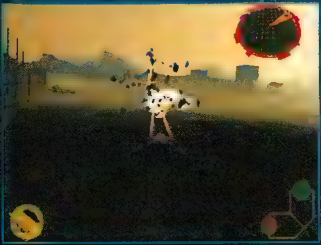
DEFENDERS OF RALLTIIR

MISSION OBJECTIVES

1 Take out all three bridges.
2 Destroy Imperials threatening the shield generator.

Agents of the Empire are closing on a group of Rebel scientists on Ralltiir. Stop the invasion by destroying the bridges that lead to the scientists' compound.

Sweep and Sweep

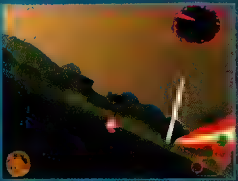


You must divide your time between destroying the bridges and keeping enemies that have already crossed the bridges away from the prototype shield generator. Sweep the area, blasting walkers and transports, as you search for bombs.

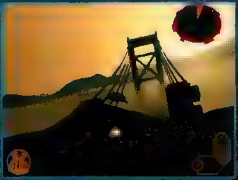
ADVANCED TARGETING COMPUTER

While you're not looking for bombs, you can seek out a tech upgrade that will give your targeting computer advanced targeting options.

Bring the Bombs to the Bridges



Rebel Alliance support forces have placed heavy explosives near the shield generator. Look for a flashing red light on the ground, fly low and press the B Button to snag a bomb with your tow cable. Lift the device and head for the closest bridge.



Use a speed boost to get to your destination as quickly as possible. When you reach the bridge, fly around the cables, supports and enemy vehicles and touch the bomb to the bridge deck. The explosive will blow the bridge to pieces in a spectacular cut scene—that's one down, with two to go.

LUKE SKYWALKER'S CAMPAIGN

EXTRACTION FROM RALLTIIR

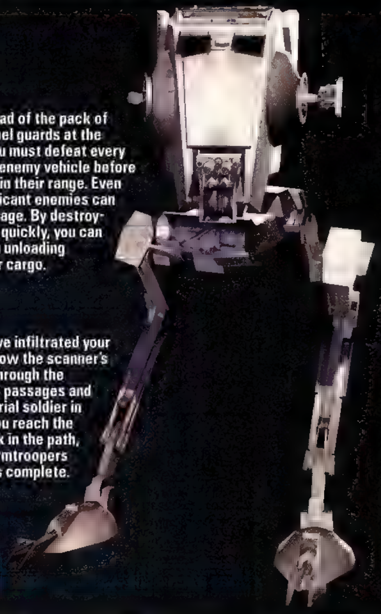
MISSION OBJECTIVES

1. Clear the way to the Blockade Runner.
2. Regain control of the Blockade Runner.

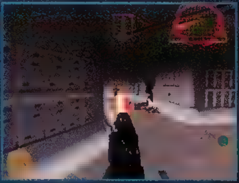
An Imperial invasion force has reached the compound on Ralltiir. By capturing an AT-ST chicken walker, you can fight the Imperials and guide the scientists to their getaway.

Save the Scientists

Press R to run ahead of the pack of scientists and Rebel guards at the mission's start. You must defeat every stormtrooper and enemy vehicle before the scientists are in their range. Even seemingly insignificant enemies can cause a lot of damage. By destroying the transports quickly, you can prevent them from unloading their stormtrooper cargo.



Storm the Troopers Inside the Blockade Runner



Stormtroopers have infiltrated your getaway ship. Follow the scanner's wedge indicator through the Blockade Runner's passages and defeat every Imperial soldier in your way. When you reach the tripod gun at a fork in the path, use it to blast stormtroopers until the mission is complete.

HOMING PROTON TORPEDOES

All of your proton-torpedo-equipped fliers will benefit from your tech-upgrade discovery on the surface of Ralltiir.

LUKE SKYWALKER'S CAMPAIGN

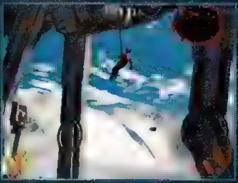
BATTLEFIELD HOTH

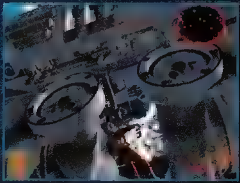
MISSION OBJECTIVES

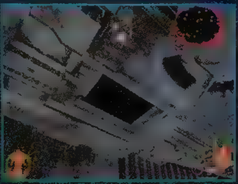
1. Take out the two lead AT-ATs.
2. Get to the tauntaun.
3. Follow Derlin back to Echo Base.
4. Destroy three AT-STs.
5. Protect the three Rebel transports.
6. Destroy the TIE bombers.

An Imperial army has descended on the Rebel base on Hoth—and the Rebels are on the run again. Stave off the invasion by disabling AT-ATs on the frozen battlefield.

Slash the AT-AT's Soft Underbelly







Run under an AT-AT's body and tap the C Stick when the context-sensitive icon appears. You'll string a cable up to the tank's belly. Press Up on the Control stick to rise to within range of the lower hatch. Press A to slash open the hatch and press B to view it from first-person perspective. Press B again when the reticle is lined up with the hatch to plant an AT-AT-disabling bomb.

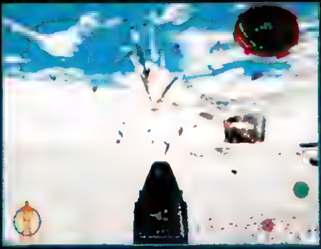
Hitch a Ride with a Tauntaun

After you destroy two AT-ATs, you'll see a pair of tauntauns in the distance. Run toward the beasts and fire at the enemies that surround them. As soon as you are within range of the tauntaun that sports a Rebel symbol, you'll mount the creature automatically and cross the snow field in style.

Advance to Echo Base

Imperial forces continue to approach the base. Use the tauntaun's superior speed to run to the base in a hurry. Guide the beast in the diction indicated by the scanner's wedge and try to keep pace with Derlin. After you reach the Rebel symbol over the snow, you'll dismount the tauntaun and continue your adventure on foot.

Take on a Triple Threat

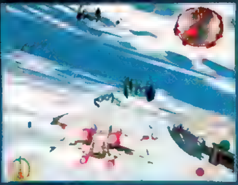


Three Imperial loader shuttles will drop cargo containers—each with an AT-ST inside—close to your location. Take command over the tripod gun in the area and use it to blast apart the chicken walkers, starting with the closest one.

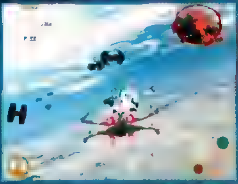
ADVANCED CLUSTER MISSILES

By exploring the frozen field, you will discover a tech upgrade that will award you with advanced cluster missiles that provide more power.

Unravel the TIEs



A cloud of TIE fighters, TIE interceptors and TIE bombers has descended on the three remaining Rebel transports that are attempting to leave Echo Base. The TIE bombers pose the biggest threat. Press Y to activate the targeting computer and search for the enemies that are shaded yellow.



TIE bombers can withstand several laser blasts. Fly into a position behind a bomber formation, adjust your speed so you can fly with the group, and pick off the individual ships at close range.

LUKE SKYWALKER'S CAMPAIGN

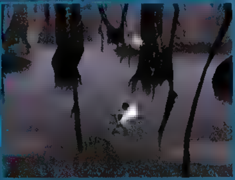
TRIALS OF A JEDI

Luke has split with the Rebels to learn the ways of the Force from Jedi master Yoda. You won't encounter Vader in a vision, but you will take on plenty of challenges.

MISSION OBJECTIVES

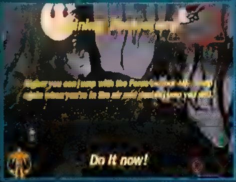
1. Find your way to the strange creature's home.
2. Complete Yoda's Double Jump tutorial.
3. Complete Yoda's Light Saber tutorial.
4. Follow Yoda back to the X-wing.
5. Use the Force to raise your X-wing from the swamp.

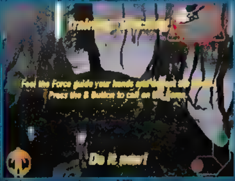
Negotiate the Dangers of the Swamp



The Trials of a Jedi mission puts your character-control skills to the test. You'll start by trekking to Yoda's home. Hop across the gaps in the water and land on solid objects. On your second set of jumps, you'll take a short ride on a water creature then jump onto a log that will sink under your weight. Move quickly to avoid the water.

Take Advanced Training



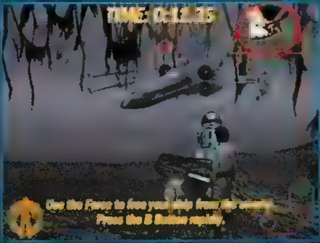


Yoda will teach you two skills that will help you immensely in the mission's next session and in the Sarlacc Pit mission. The double-jump technique will allow you to achieve more height and distance in your jumps. The blocking technique will aid you in deflecting laser blasts with your lightsaber.

Return to Your Ship

Yoda will give you only a few minutes to return to your ship. The way back is long and dangerous. When you hop onto suspended rocks, don't expect them to stay in the air—they'll likely drop. Jump quickly to avoid costly falls.

Free the X-wing with the Force



When you reach the sunken X-wing, Yoda will give you one last trial—to lift the X-wing from the muck using the power of the Force. Press the B Button quickly and repeatedly, and concentrate. The ship will rise, then land gently on solid ground.

LUKE SKYWALKER'S CAMPAIGN

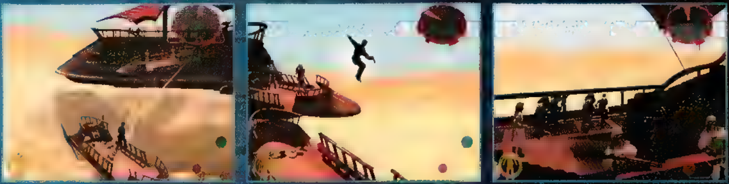
THE SARLACC PIT

MISSION OBJECTIVES

1. Protect Han, Chewie and Lando.
2. Get to Jabba's sail barge.
3. Protect Leia until she gets to the deck gun.

Luke, Han Solo, Chewbacca and Lando Calrissian face their demise above the Sarlacc pit. Direct Luke to Jabba's barge and take possession of the craft.

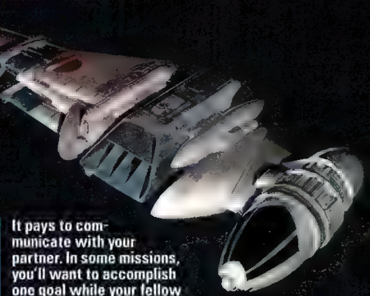
Use the Force to Thwart Jabba's Plans



Three ships surround yours. Use your double-jump ability to hop from one ship to the next while you deflect laser blasts with B-Button-triggered blocks and take down Jabba's guards. When you reach the barge, slash the gunners and claim control over the ship.

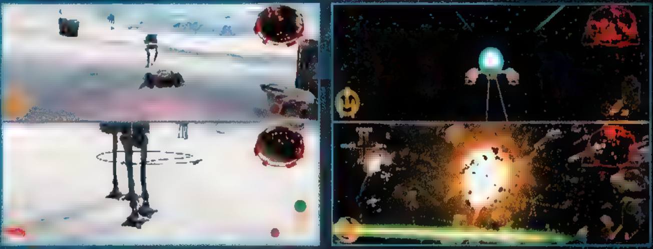
COOPERATIVE MISSIONS

ROGUE LEADER STRIKES BACK



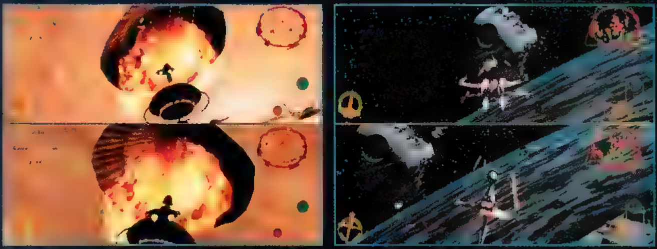
Return to the 10 core missions of *Star Wars* Rogue Squadron II: Rogue Leader and three of the game's bonus missions in an Empire-rocking two-player cooperative campaign. You need not face the Imperial hordes alone.

Divide and Conquer to Accomplish Two Tasks at Once



It pays to communicate with your partner. In some missions, you'll want to accomplish one goal while your fellow fighter takes on a different task. In the Battle of Hoth mission, for example, one player should tangle up two of the AT-ATs while the other player provides cover fire and takes on the third Imperial walker. In the opening section of Prisons of the Maw, the Y-wing pilot should take on the shield projectors while the A-wing pilot defeats TIE fighters.

Two Ships Are Better Than One in Extreme Challenges



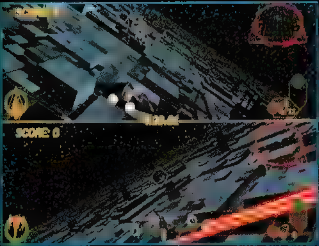
Enemy forces are stronger and more plentiful in the two-player campaign than they are in Rogue Squadron. At times, both pilots should target the same enemies or groups of enemies to accomplish the objectives with speed and efficiency. Raid on Bespin and Battle of Endor are two missions in which a concentrated effort pays off.

VERSUS MODE

A PERIOD OF CIVIL WAR

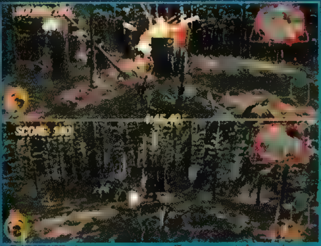
Test your flight skills against another pilot in any of four battle and race scenario types. New scenarios become available as you progress through the campaigns.

Two Players Enter, One Player Leaves



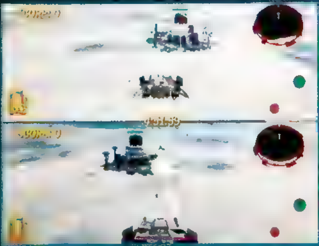
The dogfight is a pure one-on-one battle in which the victor is the player who scores the most defeats within the time limit. You can make the battle more interesting by enabling wingmen and computer-controlled enemies.

Tear Up the Terrain in a Rampaging War



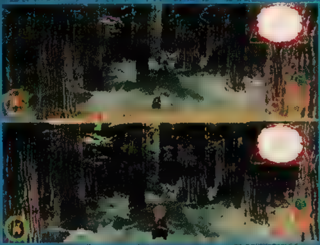
Rampage scenarios challenge the players to cause as much damage to the environment as they can. The player who makes the biggest mess wins. You'll choose from several starfighters in the space-based scenarios, use speeders over Hoth and employ walkers in Endor and Tatooine.

Battle over Bases



Tag and Defend scenarios challenge players to take control over bases by destroying their shields, then retaining control of the properties until the time is up. Players earn points whenever they acquire a base.

Demonstrate Pure Speed in Special Scenarios



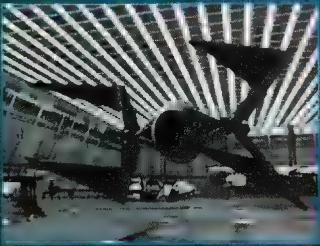
The Special competitive scenarios are races through three storied *Star Wars* locations: the Death Star's trench, Endor Forest and Beggar's Canyon. The player who finishes first wins.

UNLOCK VEHICLES AND BONUS MISSIONS

REPLAY VALUE IS HIGH IN THIS ONE

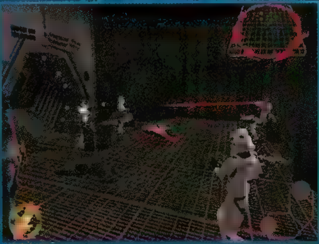
Your challenges will be far from over after you complete the campaigns. You'll still have plenty of features to unlock and classic movie moments to relive.

Acquire New Rides

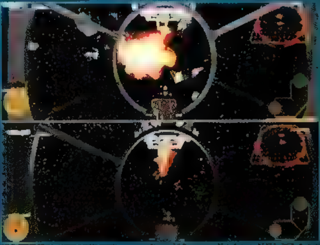


You can unlock ships by accomplishing specific tasks, some of which are tied to earning bronze, silver and gold medals. Pilot the ships in eligible campaign missions and competitive scenarios.

Spend Medal Points to Unlock Bonus Missions



Each medal will earn you points, which you can use to gain access to bonus missions. Most single-player bonus missions revisit scenes from the classic films.



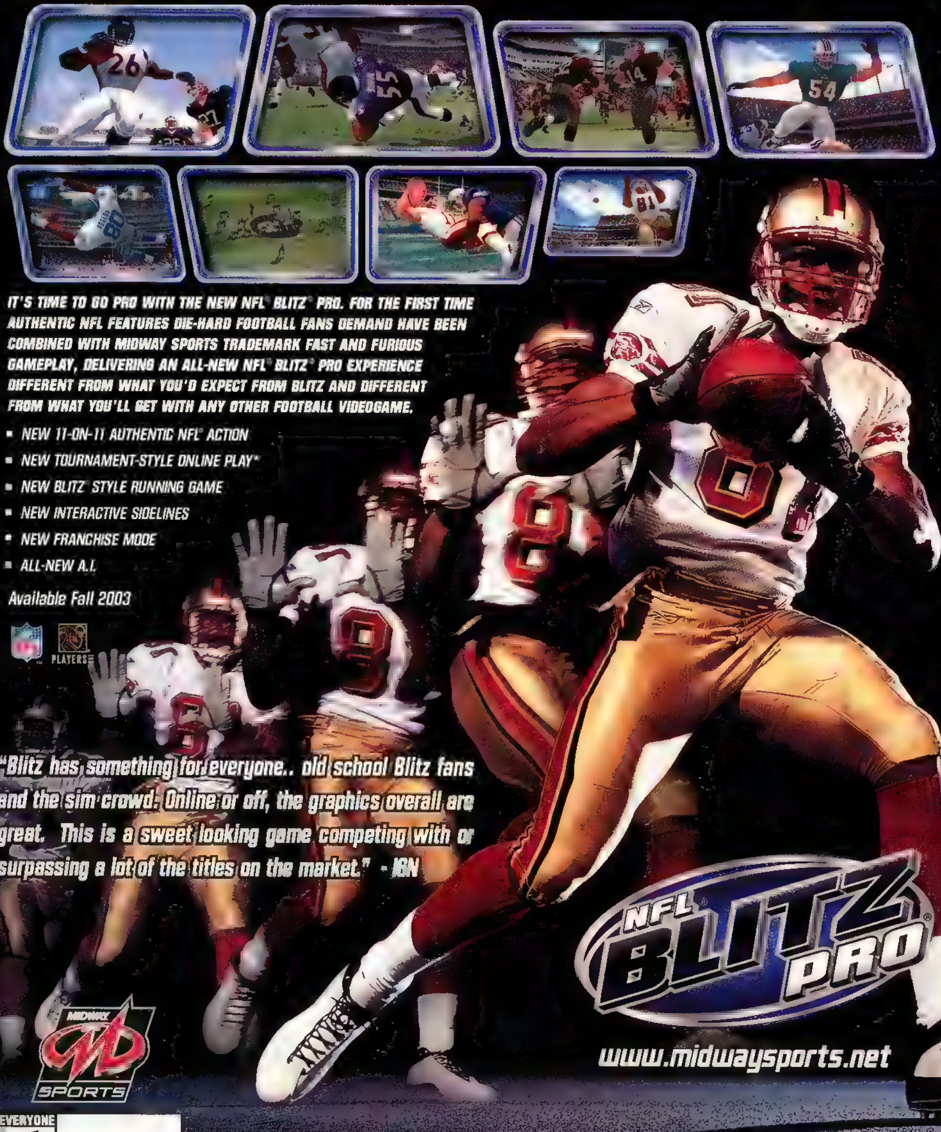
Three of Rogue Leader's bonus missions serve as additional challenges in the two-player cooperative campaign. The points you earn in the campaign can go toward unlocking them.

THE REBELLION CONTINUES

ALL PATHS LEAD TO ENDOR

While Luke journeys to the far ends of the galaxy, Wedge engages in large-scale battles against the Imperial army. Both campaigns end on Endor with a race through the forest and a final showdown. You know how it ends, but now you can experience it firsthand.

THINK YOU KNOW NFL BLITZ? THINK AGAIN...



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Available Fall 2003

PLAYERS

"Blitz has something for everyone.. old school Blitz fans and the sim crowd. Online or off, the graphics overall are great. This is a sweet looking game competing with or surpassing a lot of the titles on the market." - IGN

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EVERYONE E CONTENT RATED BY ESRB

Violence

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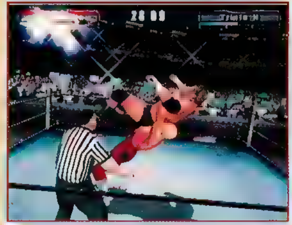
WRESTLEMANIA RETURNS TO GCN
BIGGER AND BADDER THAN EVER.
OH, IT'S TRUE, IT'S TRUE.

WRESTLEMANIA® XIX

HERE COMES THE PAIN

After last year's WrestleMania X8 received a lukewarm response from fans, THQ and developer Yuke's went back to the drawing board and took a hard look at what needed to be improved. The fruits of their labor are a vastly improved control scheme, better customization options, a more accurate move set for each wrestler and a new Revenge mode.



NEW SUPERSTARS

A number of Superstars have been added to the WrestleMania roster, including Goldberg, Brock Lesnar, Scott Steiner, Shawn Michaels, Goldust, Rey Mysterio, Batista, Randy Orton, John Cena, the Guerreros, Torrie Wilson, Dawn Marie, Victoria, Chris Nowinski and Al Snow.

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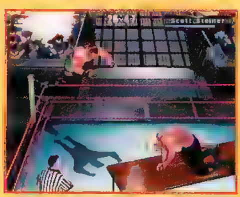
TEEN
T
CONTENT RATED BY ESRB
Mild Lyrics
Suggestive Themes
Violence

IT'S TIME TO PLAY THE GAME

WrestleMania XIX offers a variety of play modes in which to try out all of the game's improvements. In Exhibition and King of the Ring bouts, you can choose from the following match types: Normal, Hardcore, Ladder, Table, TLC (tables, ladders and chairs), Cage, Hell in a Cell and Ironman. You can also decide to make the contest a no-DQ, first-blood or tornado match.

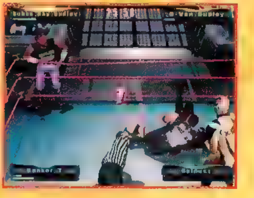
EXHIBITION

SINGLE



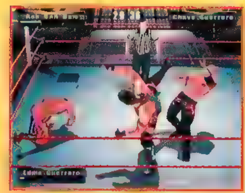
Two Superstars go head-to-head inside the squared circle to settle their differences.

TAG TEAM



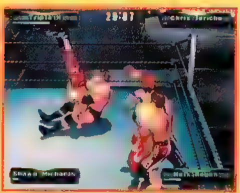
Teams of two battle it out. Some pairs (such as the Dudley Boys) have unique double-team attacks.

TRIPLE THREAT



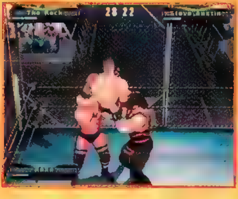
It's a three-way dance with every man for himself. The first person to score a pinfall or submission wins.

FATAL FOUR-WAY



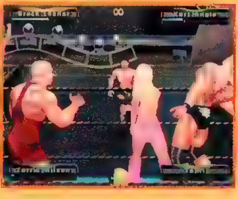
Like the Triple Threat match, you have to defeat only one opponent to win, but there are four competitors.

HANDICAP



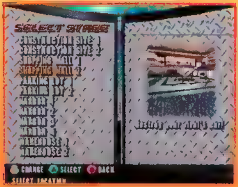
If a certain Superstar is giving you trouble, grab a partner for a two-on-one beatdown.

ROYAL RUMBLE



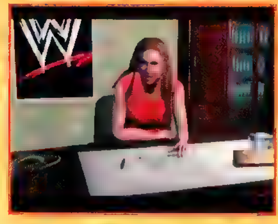
In this year's over-the-top-rope Royal Rumble, you can finally determine the order in which the Superstars enter.

REVENGE STAGES



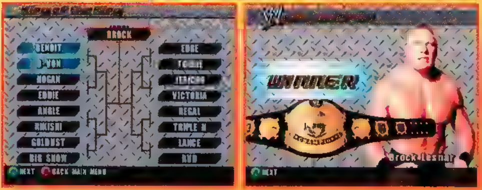
When you complete a stage in Revenge mode, it will become available for Exhibition bouts. The multi-tiered locales can be a welcome diversion from the typical matches inside the ring.

REVENGE



The majority of Revenge mode takes place outside the arena. You must complete a series of missions for Stephanie McMahon to earn cash, and in the process exact your revenge on WWE chairman Vince McMahon.

KING OF THE RING



In King of the Ring, you'll enter your favorite Superstar or tag team in an elimination tournament for one of the prestigious WWE championships. You can let the computer determine the participants randomly or select them yourself.

CREATE A SUPERSTAR

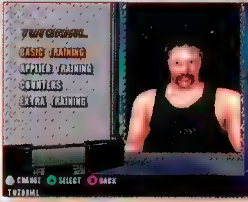
Create a Superstar is set up the same way as it was last year, but you have more options for customizing your character. You can even direct every aspect of his or her ring entrance, including the camera angles and pyrotechnics.

SHOPZONE

With the money you earn in Revenge mode, you can purchase new entrance animations and effects, moves, weapons and Create a Superstar parts, plus ability points for your custom grapplers.

SUPERSTAR PROFILES

Each Superstar profile lists the wrestler's nickname, height, weight, place of birth, special moves, strengths, weaknesses and all of the titles that he or she has held.



TUTORIAL

Tough Enough host Al Snow will show you the ropes in WrestleMania XIX's in-depth Tutorial mode. If you complete all four lessons, you'll receive $5,000 to spend in the Shopzone.

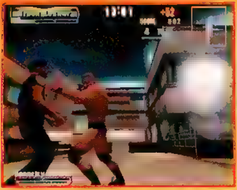
REVENGE IS SWEET

Your contract with World Wrestling Entertainment has expired, and Vince McMahon has instructed security to escort you from the building. Waiting outside is his estranged daughter, Stephanie, who offers you a chance at revenge. If you can complete the Revenge-mode objectives set forth by Stephanie and prevent WrestleMania XIX from going down as planned, it will ruin Vince forever.

CONSTRUCTION SITE

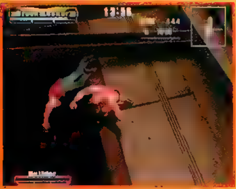
Your first destination is the construction site for the WM XIX arena. By "distracting" the construction workers, you can cause a crippling delay. Upon completion of each Revenge stage, you'll unlock the location in Exhibition mode.

LAYETH THE SMACKETH DOWN



Vince won't stand idly by as you wreak havoc at his construction site. He'll send construction workers, security officers and even WWE Superstars to stop you. Take advantage of all the moves in your repertoire to administer beatings. If that's not getting the job done, pick up one of the weapons lying around by pressing X. Your enemies' life meters are displayed at the bottom of the screen.

LOOK OUT BELOW

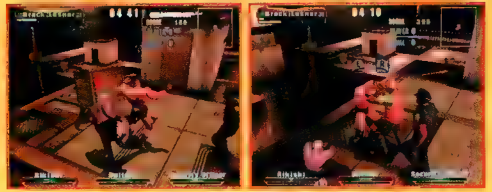


Most of the missions at the construction site require you to throw your opponents off the edge of the platform. The easiest way to do that is to perform an Irish whip by holding the Control Stick in the desired direction and pressing the A and Y Buttons simultaneously. If your foe grabs on to the ledge, hit the B Button to stomp on his head until he lets go.

FINISHERS

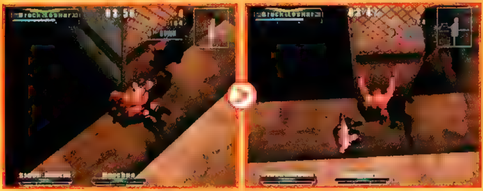
When one of the yellow bars below your wrestler's name is full, you can press the A and B Buttons to enable your finishing move. Press A and B again to execute the attack.

WHO'S NEXT?



Unfortunately, when you're battling multiple opponents they don't have the common courtesy to come at you one at a time. Use grappling moves (A plus a direction on the Control Pad) to put them on their backs so you're not being attacked from all sides. Press Z to switch your focus to a different foe.

GUARD THE WRECKING BALL

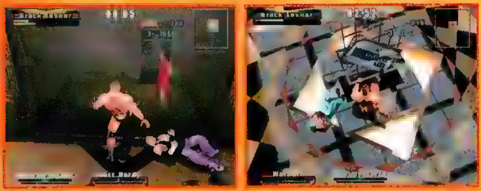


In the final mission, you must prevent your opponents from climbing the steel grating and seizing control of the wrecking ball. Stay close to the grating and use quick strikes to keep your enemies on the ground. If one of them starts to climb, shake the grating by standing next to it and pressing A or B.

SHOPPING MALL

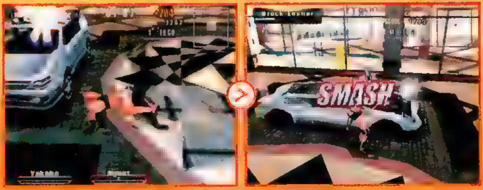
Vince is making a lot of money on WrestleMania XIX merchandise, so invade the WWE shopping mall and hit him where it hurts—his pocketbook. Just try not to think of all the children who will be deprived of their Al Snow action figures.

BREAK THE WALLS DOWN



Many of the missions in the shopping mall require you to break stuff. You can do so by holding the Control Pad in the direction of the desired object and hitting it with the B Button, but it's far more effective (and fun) to smash things with your opponents' bodies via an Irish whip.

THE GETAWAY

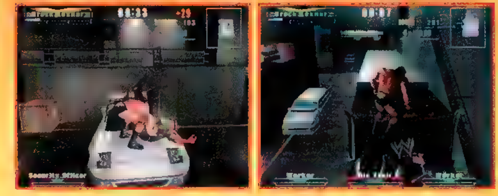


Your final objective in the shopping mall is to protect your getaway van from the level boss and an agent while destroying the duo's own automobile. Keep the sledgehammer away from the boss and use it to do a little body work on his stylin' sports car.

PARKING LOT

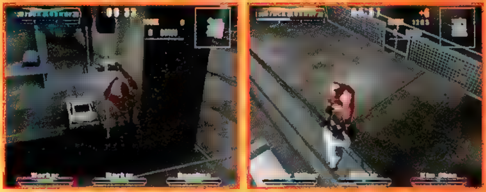
While Vince and the WrestleMania XIX planning crew are in an important meeting, Stephanie asks you to destroy their cars and "slow down" the WWE trucking crew. Watch out for traffic, though—if you get hit by a moving vehicle, you'll have to start the mission over.

DOES MY INSURANCE COVER THAT?



In the first mission, you must slam three opponents onto the hoods of cars. Use an Irish whip to get them up there, press Y to climb up yourself, then perform a grappling move to drive them down. In the big-rig mission, just drop onto the trailer from the adjacent ledge and wait for the bad guys to follow you.

SWINGING FROM CHAINS

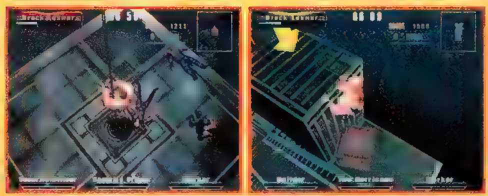


A couple of the missions in the parking lot require you to swing from chains to reach your goal. Press the Y Button to climb up a pole, then aim for the chain (use the C Stick to move the camera) and press Y again. In the final mission, the chains are constantly moving, so study their timing before you leap.

HARBOR

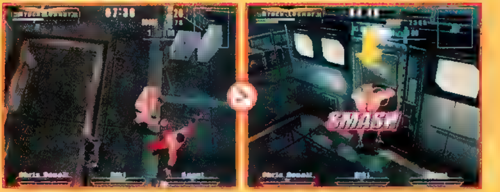
Your last stop before WrestleMania is the harbor (which may be where former WWE super heavyweight Tugboat hangs out these days). Supplies for the big event have arrived on a cargo ship, and it's your job to make sure they don't reach their destination.

MOVIN' ON UP

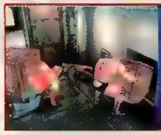


You'll have to do a lot of climbing in the harbor, and the difficulty level cranks up quite a bit. To prevent your opponents from shaking you off a pole or fence, beat all of them down until their health meters are almost empty. When your special meter is full, try to hit all of the enemies on-screen with your finisher.

STONE COLD HAS THE CON



The final mission requires you to break down the door to the ship's bridge. Before you head upstairs, spend some time smacking around the WWE Superstar and the security officer nearby. The level's boss waits in front of the door, so you'll want to weaken your other foes before you add him to the mix.



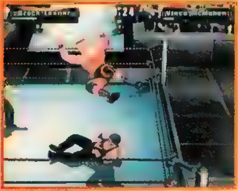
CRATE PORTAL

If you run out of crates, you can dig out another one by approaching a hole in the wall (such as the one pictured to the left) and pressing the X Button.

XIX HALL

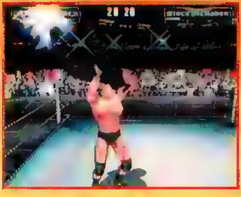
You've thwarted Vince's plans for WrestleMania, and in doing so allowed Stephanie McMahon to seize control of the Pay-Per-View. She informs you that a secret clause in your contract requires you to face Vince in the main event, and that she won't pay you unless you win. Where's Shane O'Mac when you need him?

TO BE THE MAN . . .



Vince is by far the toughest opponent you've faced. Hit him with everything you've got, and if your wrestler has a submission finisher, focus on the area of Vince's body that it targets. Referee Earl Hebner may allow you to hit Vince once or twice with a foreign object, but don't get carried away or you'll be disqualified.

. . . YOU'VE GOT TO BEAT THE MAN

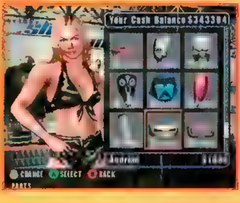


You won't beat Vince within the 15-minute time limit unless you pull off your finisher. Hit him with it at least twice before you go for the pin. If your finisher is a submission hold, be sure to pull Vince to the center of the ring to prevent him from reaching the ropes.

REVENGE HAS ITS REWARDS

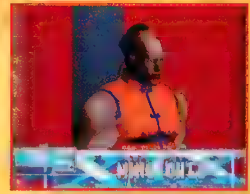
Besides the satisfaction of sticking it to Vince McMahon, you'll receive a number of rewards for completing Revenge mode, including cold, hard cash. Your payment for each mission is determined by your technique (which moves you used), how many opponents you eliminated, which objects you employed and how much time remained on the clock.

SPENDING YOUR MONEY



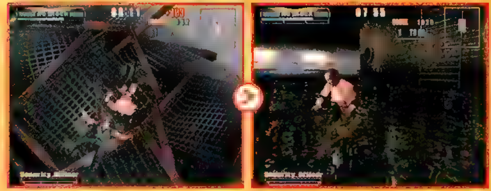
You can spend all of that hard-earned cash at the Shopzone to purchase a variety of goodies. Many of the items are over-the-top silliness, but you'll find quite a few special moves and taunts as well. Our personal favorite is Scott Hall's finisher, the Outsider's Edge.

BOSS CHARACTERS



Upon completion of each stage, you'll unlock the boss character that you faced for play in Exhibition mode. Each one has a very distinct look and fighting style. There are 20 boss characters in all, so you'll have to play through certain missions more than once to unlock all of them.

THE WAREHOUSE



Once you've defeated Vince at WrestleMania, you'll unlock an extra Revenge stage in Exhibition mode—it's called The Warehouse.

JUST BRING IT, JABRONI!

Overall, WrestleMania XIX is a huge improvement on last year's game. Even if the Revenge mode isn't your cup of tea, you'll get a lot of enjoyment from the refined play mechanics. Yuke's has done a great job with some of the more unorthodox Superstars like Rob Van Damm, and the little touches like being able to switch any character from babyface to heel go a long way. Can you dig it, suckah?!?

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- NEW PRO-STYLE ANIMATIONS
- ALL-NEW PRO-STYLE A.I.

"Long story short, this game looks great...now five-on-five, and committed to being the most entertaining hockey game on the market, hockey fans need to sit up and take note. NHL Hitz Pro is a serious contender in the NHL arena." -IGN

*Online feature available only on the PlayStation®2 computer entertainment system

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Spotlight on

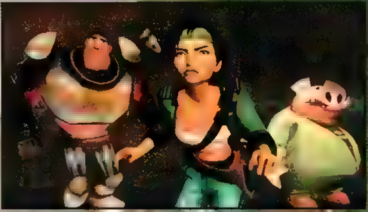
Ubi Soft ENTERTAINMENT

In August, NP visited Ubi Soft's two French offices and saw firsthand what was likely responsible for the country's record-setting temperatures that month: two hot new GCN games with stunning graphics, compelling stories and innovative game play. The unique tales concern two very different heroes, each on a quest for Truth.

BEYOND GOOD & EVIL

The Will to Truth

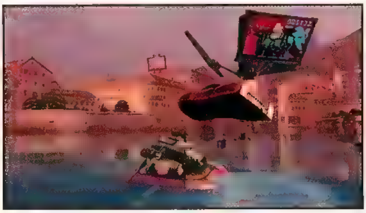
Beyond Good & Evil, the latest project from Rayman's creator, puts you in the story of Jade, an iron-willed photojournalist who takes on the monumental task of exposing the evil-doers behind a series of alien attacks on her home planet, Hyllis. Alpha Section has launched a media blitz to convince citizens that the government is on their side, but Jade and [illegible] suspect foul play. She'll rely on stealth, creative camerawork, the use of force and a pair of compatriots' help to go beyond the propaganda and restore Hyllis to its glory days.

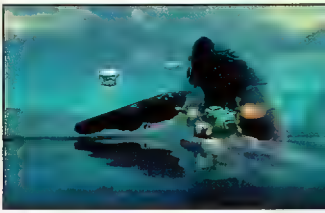


Jade's mentor, Pey'j, is a punchy pig-man who's fond of power tools. His electrical and mechanical expertise will get them out of more than one sticky situation. In Double-H, an ex-military man, Jade has a second ally for the journey.

Renaissance Woman

When she's not solving puzzles or introducing hordes of landlubbing alien invaders to her dai-jo staff, Jade has plenty of other activities to keep herself busy. She can take CDs she finds on her adventures to kiosks to download mission information, minigames and more. In one mission, she'll take on waterborne foes in her trusty hovercraft, which she can upgrade to a spacecraft by purchasing parts with pearls she's collected. To restore her energy, she can spend her hard-earned currency on health-giving comestibles. Photographing the natural wonders of Hyllis may be the pastime most likely to steer you off your otherwise linear course. Your camera allows you to take up to 60 photographs, and you can free up storage space by uploading your best shots to kiosks eight at a time.





Because of the system's superior technical capabilities, the GCN version's water effects look way more impressive than the other systems'. The orca doesn't look so bad, either—what a photo op!

NP TALKS WITH MICHEL ANCEL

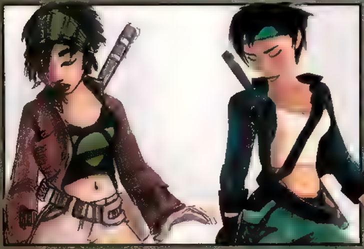
_Rayman and BG&E Creator

[illegible] he inspirations for the Beyond Good [illegible]

[illegible], Beyond Good & Evil, reflects [illegible] ning of the quest for the journalist, [illegible] aganda is telling people what is good [illegible] evil. Your goal is to go behind these [illegible] which are, of course, just there to manipulate [illegible] telling people that this guy is good and [that] [illegible] here to protect you against [that] one. . . . At the [illegible] n animal reporter, and at the end, you are a real jour- [illegible] [invite] you to enter the organization.

[illegible]

[illegible] male. [illegible] change, to have something in the female point of view. The original idea was to have a person thinking about the meaning of things more than deciding what is good [illegible] ing. The challenge was [illegible] Most of the female characters in [illegible] times they are more about phantasm and things like that. With Jade, we wanted to have a feminist. We wanted her to look like a woman and to act like a woman, too, and you find that in some situations, like in the lighthouse when everything [illegible] destroyed. She's not like a stone that can't have feelings. Or you know at certain times in the game, she wants to give up because it's too much. So yes, we wanted to work in a different mind, so that's why we decided to change. It's not just a visual change; it's more in the spirit.



NP: How important was it for you to work on something new, something other than Rayman?

MA: Yeah, because after two games with the same character, you don't have as many good ideas. But we had a lot of ideas for new games. At the time [illegible] Rayman, we had the idea of making [BG&E]. [illegible] Beyond Good & Evil.

[illegible] or challenges you faced working with GCN.

MA: In fact, what was interesting with the [GCN] version was that—and [illegible] the same thing—it was [illegible] [Nintendo] GameCube. We [illegible] fluid animation and better [illegible] different on the [Nintendo] [illegible] development. That's the main thing.

[illegible]

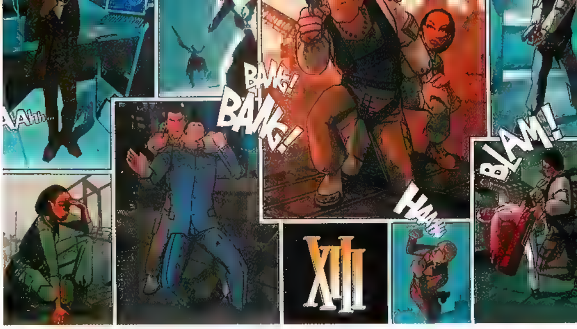
[illegible] a lot of animals, a lot of minigames that you can find. So there are surprises. With all these things, you can decide yourself to finish them off.

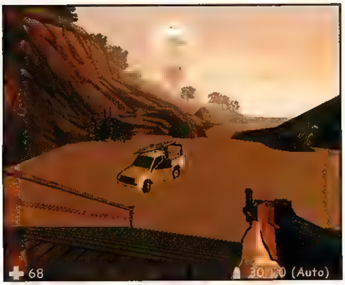
NP: You can try to get a really good picture, for example.

MA: Yeah! A better picture, or everywhere you've got hidden animals that you can find. That's quite funny because you can finish the game knowing that there's a lot more things in it.

NP: Merci beaucoup!

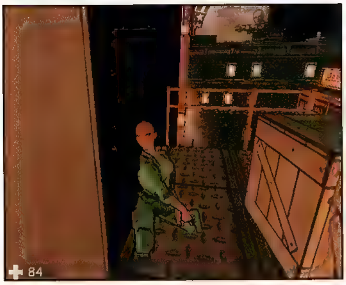
XIII

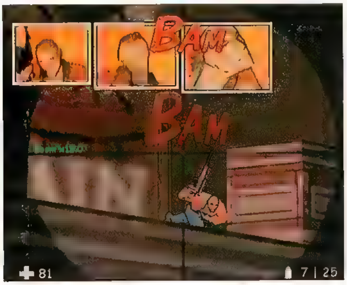

AAhh...
BANG!
BANG!
BLAM!
HAA
XIII



Who Is XIII?

Agent XIII himself would like to know. He awakens on a beach one day with a mysterious tattoo of the number XIII and a safe-deposit-box key, the only clues to his identity. Military splinter group SPADS seems to know who he is—the US president's assassin—and intends to make him pay. Could he really have done such a thing? Based on the first five comic books of an enormously popular European series by the same name, XIII is a nonlinear, cel-shaded first-person shooter with style to spare. Ubi Soft shot for the stars when it came to music and voice talent: Future Primitive Sound recorded original songs for the game, and David Duchovny, Adam West and Eve play the three main characters.

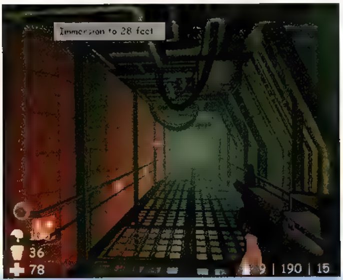


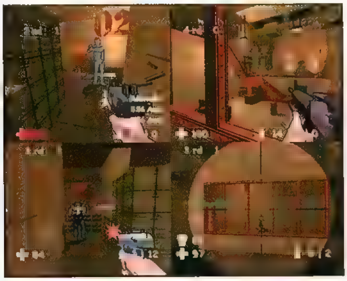


With 15 deadly weapons at his disposal, XIII is well-equipped for any situation he'll encounter in his struggle to discover his identity. His mighty arsenal boasts everything from a knife to an Uzi, and many weapons have secondary functions. If you're the type that likes to relive successes, get this: When you launch an attack on an enemy from a distance, three comic-book-style windows show the damage sequence close-up.

Murder by Numbers

There's more than one way to piece together the truth. In some situations, you'll use stealth to take out targets while avoiding detection. Other times, you'll find the overt approach—employing such environmental implements as chairs, bottles, shovels and ashtrays to attack enemies—more effective. To complicate matters further, you'll fail an objective if you eliminate an FBI agent, so you'll have to take hostages instead to escape some areas unharmed. Changes in the music signal danger, as will the awareness skill you can learn (you'll see and hear a "tap tap" on a wall when enemies are on the other side of it). You'll have three opportunities to learn each of the eight skills, which also include lock-picking, sniping and underwater breathing.





Two to four players can enter the fray in one of four split-screen multiplayer modes: Deathmatch, Team Deathmatch, Capture the Flag and The Hunt. According to Producer Julien Bares, self-proclaimed "GameCube fanatic," inspiration for the game's multiplayer modes came from GoldenEye 007 and TimeSplitters.

NP TALKS WITH JULIEN BARES

_Producer

What was the last project you worked on, and how did you come to work on XIII?

The last and first project I worked on alone. It was a Formula One game. I finished the game at the end of 2000. I was working in Asia at that time, for Ubi Soft, and they asked me if I wanted to come back to Paris to start XIII, and so we started two and a half years ago.

How was the transition from working on a Formula One game to working on XIII?

It was difficult in a way because the team I was working with today was a complete team that had lost their producer at the end of their former game, so they were like a family and I was like a newcomer. But it was OK after one month or so. On the game side, racing games are fun and I like racing games—Formula One games are fun—but at the end I wanted to do something more, not based on reality but more creative, and XIII was a good move.

Certainly the original comic book series was the basis for this game, but were there other inspirations for it, too?

Myself, I came [to the team] with a big interest in American comics. Nathalie [artist] has a big interest in Japanese comics. As for games, the game was really GoldenEye. Mainly comics were the influence.

The environments in the game are based mostly on real-world locales, right? They're not fictional?

They're all based on real locations, [but] we changed them at the end. We wanted people to recognize them but not think it was the real place. We took some pictures of mountains and places like Martha's Vineyard and the beach. But we took a lot of architecture from the '30s and the '50s because we wanted each area to have two colors. Every level has a main color: Some are red, some are blue, some are green, some are white. It's always a mix of two colors—no more. Then we took the architecture and made the buildings red and yellow, for example.

Were you involved in the storyboarding phase of the project?

Yes. At the beginning, we wanted to make a completely different story. We tried for a month—two months?—to go back to the original story. And we went to Elisabeth, who wrote the story, and said, "OK, what we want to do is make the story more action-oriented." So she wrote everything, and when she was done, we were reading the script with her, saying things like "This could make a good game situation, this can't make a good game situation." Elisabeth had a very hard time at the beginning because everyone was saying, "Oh, do this, do that," but in the end, everyone agreed on the script, like the graphics team, the level design team and the animation team.

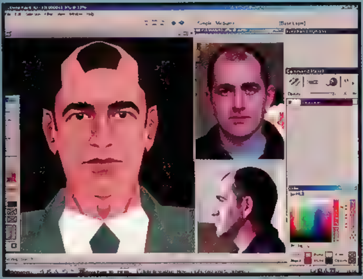
There was unusually close collaboration between the design and programming teams on this game . . .

Yes. I cannot tell you—there's so much energy. When I go to the programming team and say, "I want this," nobody says "no." The good side is that it's a gaming team and they don't care about making nice code. They care about making a nice game, and it's changed the way they work with people.

Which details did you refuse to take out of the game and which details did you end up having to leave out of the game?

Oh, [we had to leave out] many things. At first, we wanted to make a short, little, light game, and we ended up with a huge multiplatform game. We aren't trying to make a game like many others, and in this, I guess we succeeded. We wanted to make a first-person shooter where you have the feeling you're actually living something. I'm talking about when you're reading comics or seeing a movie, you can feel like you've seen it 10 times or read the comic 10 times or a hundred times. You want the feeling that you're given something different, maybe fresh. You may like it or not, but you want it to seem fresh to people's minds. You want to make a game that has maybe not been done this way, not to be the guy on the side but to be the guy offering you a different kind of immersion, pleasure, whatever. And in the end, we didn't make any compromises. The only compromises we made were for technological issues. You have a lot of ideas and then you can't take them all. We threw them out because we couldn't make them work the way we wanted—and maybe it was just a bad idea in the beginning. Another thing we did was always keep an interest in the game. At the end of a project, you know, sometimes you are just, "Ugh, the game can ship whenever they want." The team is really good about that. They are quite fond of the game, which is important to me.

Thanks for your time!



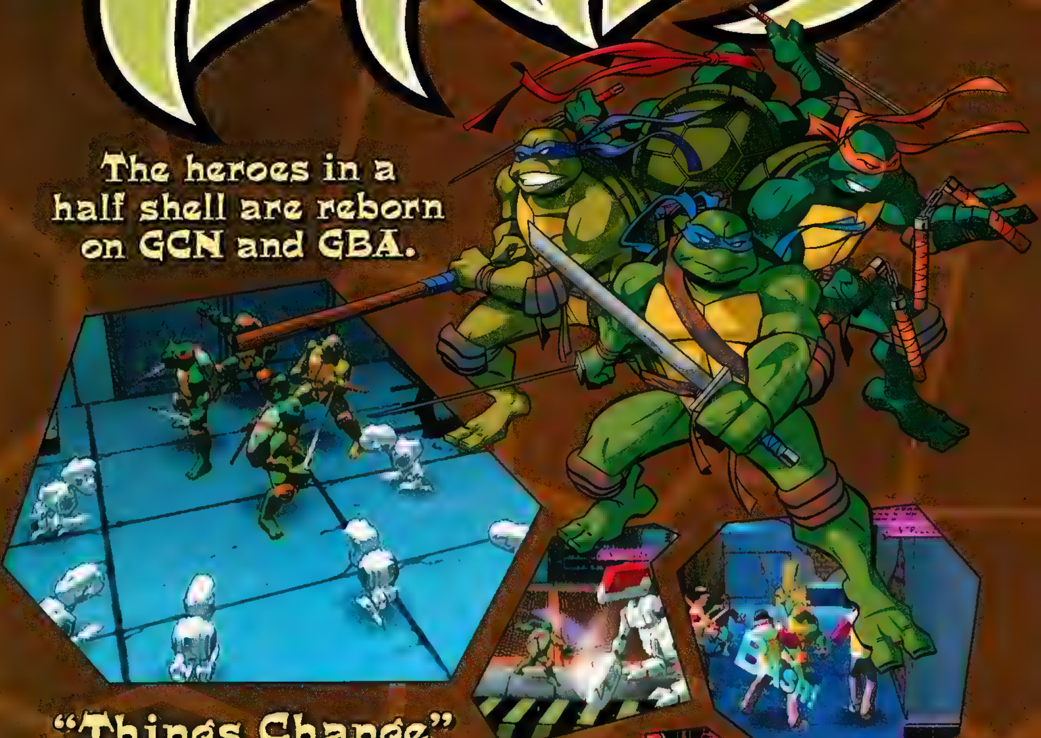
Artists used team members' mug shots to create NPCs in their likenesses. No matter which version of you we look at, Julien, you're a very handsome man.

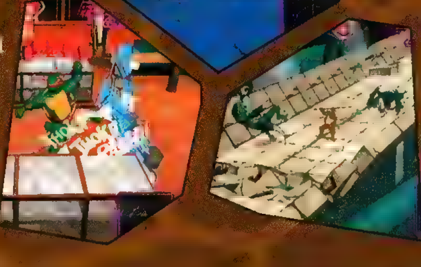
Berets Off to Ubi!

It's been a long road for the BG&E and XIII development teams, but the wait for both highly anticipated games is almost over—they're slated to hit our shores later this fall. Check future issues of NP for more on the two titles, as well as on two other projects Ubi Soft currently has in development, Prince of Persia and Batman: Rise of Sin-Tzu.

TEENAGE MUTANT NINJA TURTLES™

The heroes in a half shell are reborn on GCN and GBA.





"Things Change"

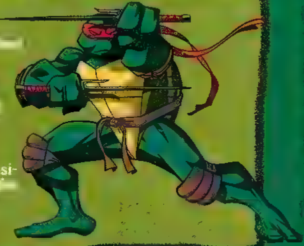
It's been nearly a decade since the Teenage Mutant Ninja Turtles appeared in a video game, but they're about to reemerge on Nintendo GameCube and Game Boy Advance courtesy of their old friends at Konami. Both versions of the action-packed beat-'em-up tie in with the new animated series, comics and line of action figures. The franchise has been reinvented, however, and now lies somewhere in between the fun-loving attitude from the earlier cartoons and the darker tone of the original comics by Kevin Eastman and Peter Laird.

The Fearsome Foursome

Our heroes were four run-of-the-mill pets until one fateful day they fell into a puddle of green ooze in the sewers. They were saved by a rat named Splinter, and as the ooze gradually mutated Splinter and the turtles, they grew larger and more intelligent, eventually learning to speak. Splinter taught the turtles the ways of Ninjitsu and chose names for each of them from a Renaissance art book that he fished out of a storm drain.

4
400
PURPLE DRAGON

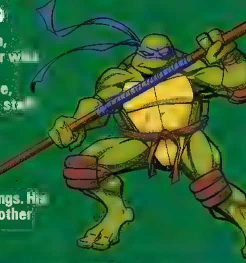
Raphael



Raphael is the turtles' resident tough guy. He's short-tempered and will often jump into a fight without thinking. Raph's weapons of choice are the twin sai.

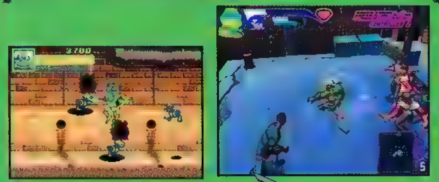
His namesake:
Raphael, the painter responsible for several frescoes in the Vatican. In 1514, he was appointed the architect in charge of St. Peter's.

Donatello



The brains of the bunch, Donatello is a computer whiz and a brilliant inventor. When it's time for battle, Don grabs his trusty bo staff.

His namesake:
Donatello, the great Florentine sculptor best known for his wood and marble carvings. His work influenced many other artists of the time.



Leonardo

Leonardo is the leader of the group. He's [illegible]

His namesake:
Leonardo da Vinci, the versatile genius considered to be the embodiment of the Renaissance. He painted The Last Supper circa 1497 and the Mona Lisa circa 1503.

Michelangelo

Michelangelo is an easygoing turtle with an insatiable appetite for pizza. Mikey's quite the wise-cracker, but he can lay the smack down with his nunchaku when needed.

His namesake:
Michelangelo Buonarroti, the painter, sculptor, architect and poet [illegible]

Old School

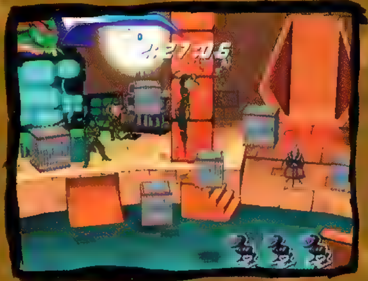
From 1989 to 1993, Konami released nine Teenage Mutant Ninja Turtles games for Nintendo systems: four for the NES, three for the Game Boy and two for the Super NES. Fans of the old games will feel right at home with the new GCN and GBA brawlers.

GAME BOY
FALL OF THE FOOT CLAN
ARCADE GAME
GAME BOY
GAME BOY
TURTLES IN TIME
TOURNAMENT FIGHTERS

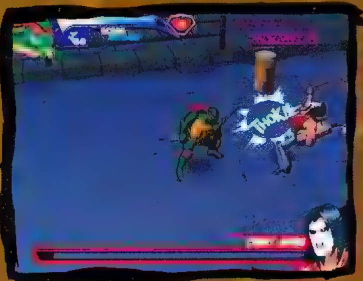
GCN Brings the Turtles Out of Their Shells

Now that you're familiar with our merry band of ninjas and their storied history, it's time to get acquainted with the group's upcoming adventures. In the Nintendo GameCube game, one or two players will choose a heroic turtle to do battle against Baxter Stockman's army of robotic Mousers, the thuggish Purple Dragon Gang and the legedary Foot Clan led by Oruki Saki (AKA the Shredder). Along the way, you'll run into some familiar faces as well as confront brand-new foes that Konami's development team designed specifically for the game. Every turtle has a strong and weak attack that can be strung together to perform different combos, but their weapons bestow each of them with a unique advantage (Donatello's bo staff gives him the best reach, for instance).

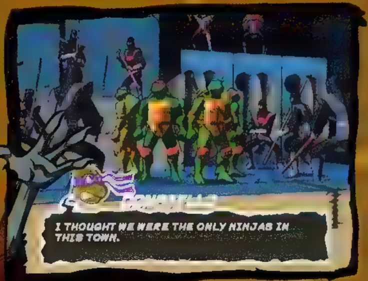
All of the dialogue in the game is performed by the voice actors from the animated series, and the cel-shaded graphics provide an aesthetic similar to the show's. Konami wants each stage to feel like an interactive episode.

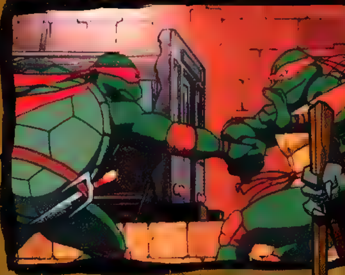


The turtles can learn new moves (such as the jump attack pictured above) and increase their offensive and defensive strength by completing the training challenges that Master Splinter sets forth. Such training is of the utmost importance if you're to stand a chance against the Foot Clan.



For the most part, each character's adventure plays out the same, but you'll occasionally engage in a boss battle that's unique to your particular turtle. As you can see in the screenshot to the left, the first meeting between Raphael and Casey Jones is less than cordial.





Cut scenes from the animated series sandwich each level and serve to flesh out the story line. The video is remarkably crisp and detailed, with little if any artifacting.

In true street-fighting fashion, you'll find power-ups and health recovery items by smashing open the crates that are conveniently located throughout each stage.

The best way to enjoy any TMNT game is to play with a friend. On GCN, two people can tackle the story mode cooperatively or go head-to-head in Versus mode (where you can unlock a few secret characters).

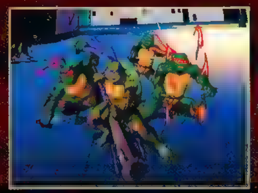
Comics

This summer, Dreamwave launched a brand-new series of TMNT comics. The publisher is also preparing a four-page minicomic for inclusion in the GCN game's instruction manual.

TEENAGE MUTANT NINJA TURTLES
TEENAGE MUTANT NINJA TURTLES

TV

Season two of the animated series begins September 13th on the Fox Box. In the meantime, you can catch repeats from season one every Saturday morning. Check your local listings.



Toys

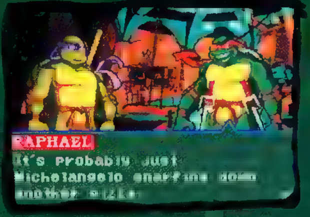
Adding to their current line of TMNT toys, Playmates will produce three action figures based on characters from the GCN game this fall.

TEENAGE MUTANT NINJA TURTLES
SHELL CYCLE
TURTLES
TURTLES

Turtle Power, Advanced

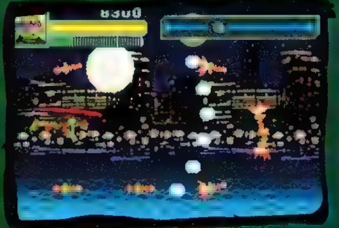
Though the GBA adventure puts you up against many of the same evildoers as its big brother on GCN does, the overall game structure is quite a bit different. It's still a beat-'em-up for the most part, but each character's stages are unique and provide a different perspective on the overall story line. To experience everything the game has to offer, you have to play through as all four turtles.

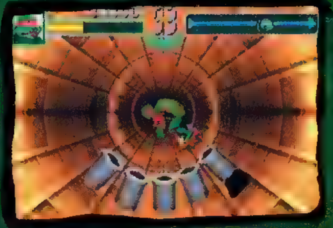
Surprisingly, the GBA game features a move set that rivals its console counterpart. You can jump off walls, crawl through narrow spaces and charge a superattack that deals massive damage to your foes but depletes some of your own health meter as well. The game is also impressive to look at, with excellent animation and some very nice parallax scrolling.



RAPHAEL
It's probably just Michelangelo snarfing down another pizza.

The story is told through cut scenes that feature large, detailed sprites.



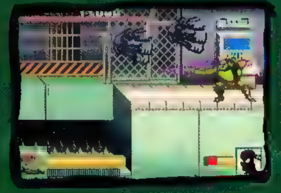


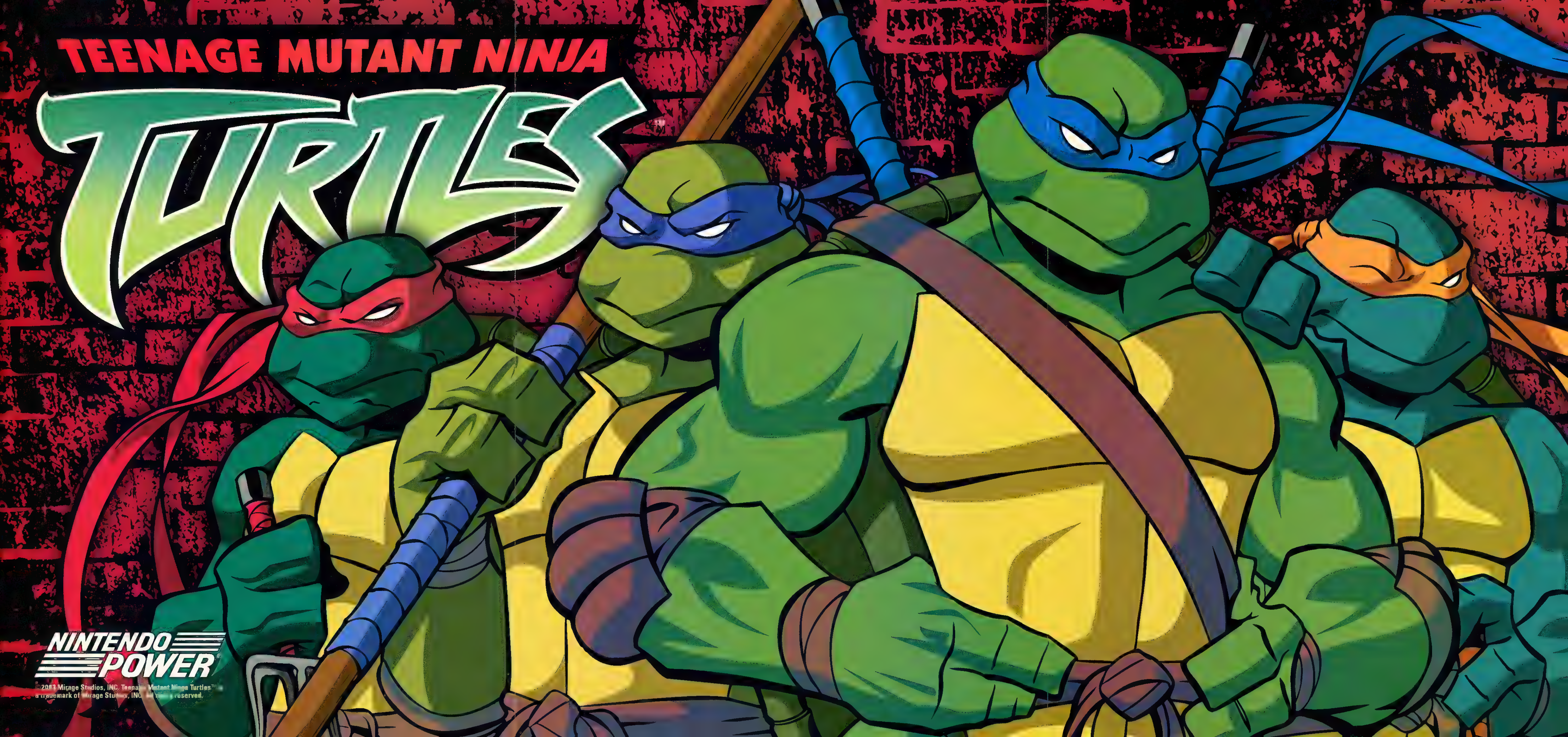
Each character has a unique special stage that gives the game a little variety. You'll hang-glide over the New York City skyline with Donatello and thrash the sewers on Michelangelo's skateboard.

Reptilian Renaissance

Needless to say, the turtles are back and stronger than ever. The franchise's new direction should pique the interest of long-time fans, and newcomers will quickly discover why TMNT became so popular in the first place. We only hope that Vanilla Ice's "Ninja Rap" doesn't make a comeback as well. 🍄

WHOA. WHAT IS THAT?




TEENAGE MUTANT NINJA
TURTLES
NINTENDO POWER

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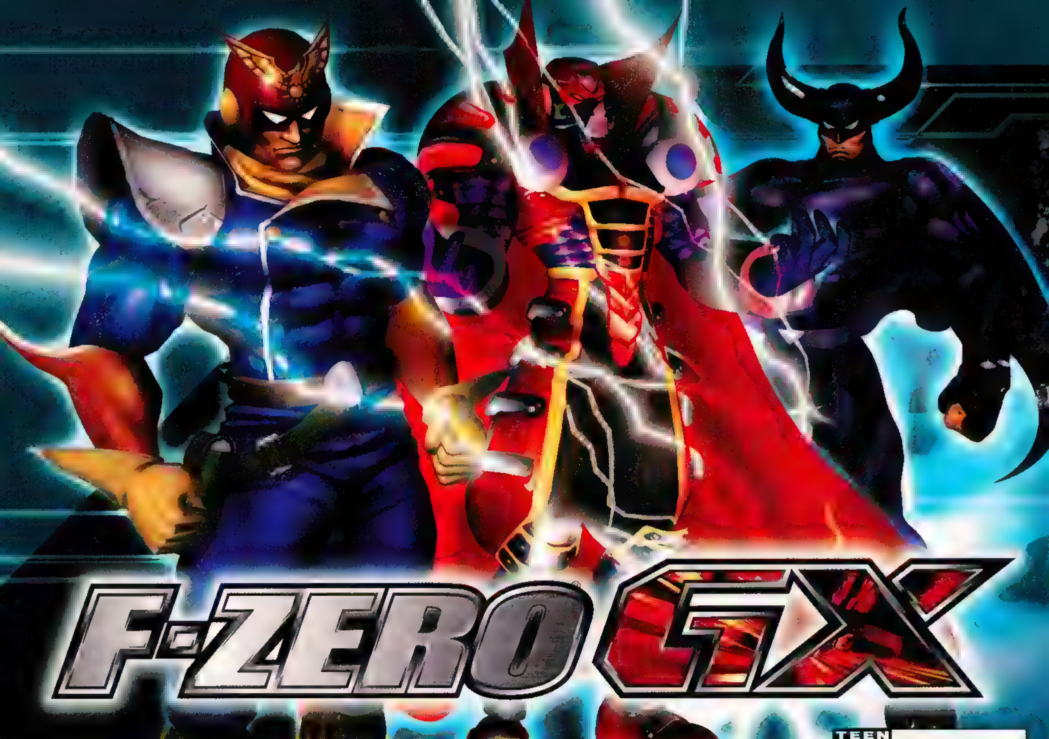

F-ZERO GX

THE STORY BEHIND THE F-ZERO LEGEND.

TEEN
T
CONTENT RATED BY
ESRB
Mild Violence
Comic Mischief
Suggestive Themes

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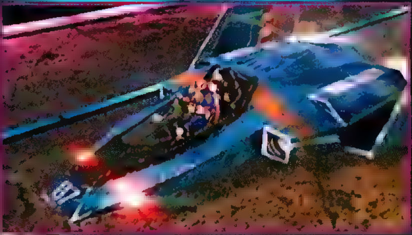
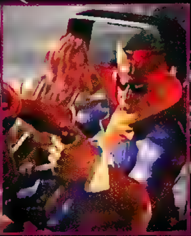


FOLLOW THE FALCON

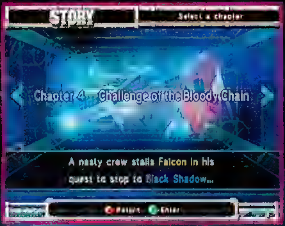
Captain Falcon has a story to tell, and you can follow it chapter by chapter in F-Zero GX's unique Story mode. Through compelling new mission-based game play, Story mode will place you in the shoes of the famous bounty hunter and F-Zero pilot on his quest to obtain the coveted championship belt. Expect a challenge!



DANGER LURKS AHEAD

Spanning nine challenging chapters, each Story mode mission offers a different test of your F-Zero pilot skills. Whether it's fighting off a road gang or tearing wildly through the streets in a booby-trapped craft, you'll need both talent and luck if you hope to survive.

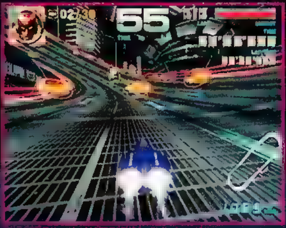
PAY PER CHAPTER



A nasty crew stalls Falcon in his quest to stop to Black Shadow...

You can purchase Story mode chapters at the item shop with tickets you earn by completing F-Zero Grand Prix cups. Chapter 1 is free, but you'll have to purchase the other ones—and you'll be able to purchase one chapter only after you've successfully completed the previous one.

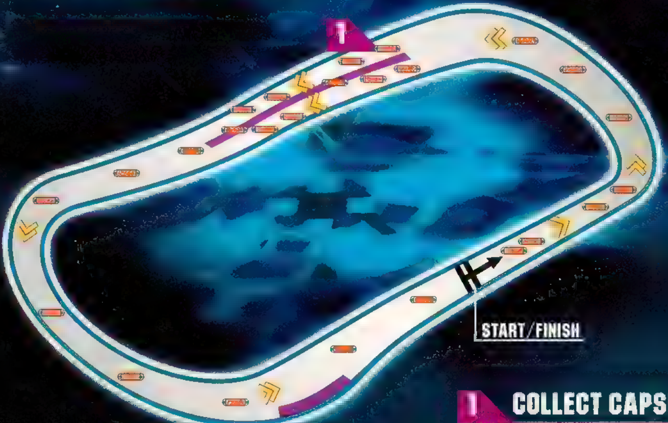
NORMAL, HARD AND (VERY) VERY HARD



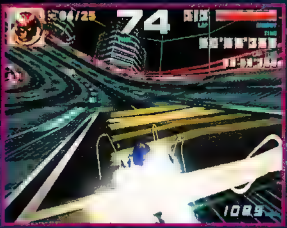
Completing all of the Story mode chapters on Normal difficulty can be exceptionally tough, but true F-Zero masters may want to take on Hard and Very Hard modes. You'll often have to complete harder objectives in less time, but those skilled (or crazy) enough to do so will earn rewards.

- DASH PLATE
- JUMP PLATE
- CAPSULE
- ENERGY POD
- CLOSING DOORS

CHAPTER 1
CAPTAIN FALCON TRAINS

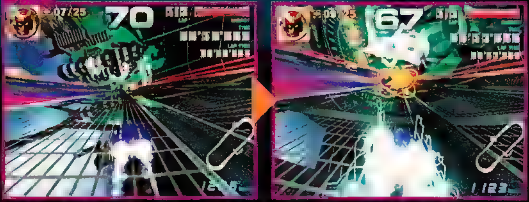


DASH TO CRUISING SPEED



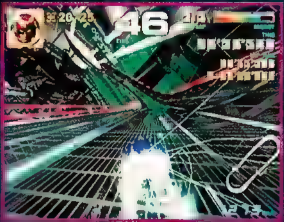
Hit as many Dash Plates as you can on your first lap to maintain a high cruising speed. You don't have use of your boosters on lap one, so collect the capsules near the Dash Plates and save the out-of-the-way capsules for your second and third passes.

1 COLLECT CAPSULES AROUND EVERY LAP



You have only three laps to collect all of the capsules, so it's crucial that you grab as many as you can each time around. Some of them are placed on opposite sides of the track, so choose a side and collect all of the capsules there before switching sides on the next lap. Collect all 25 capsules before the end!

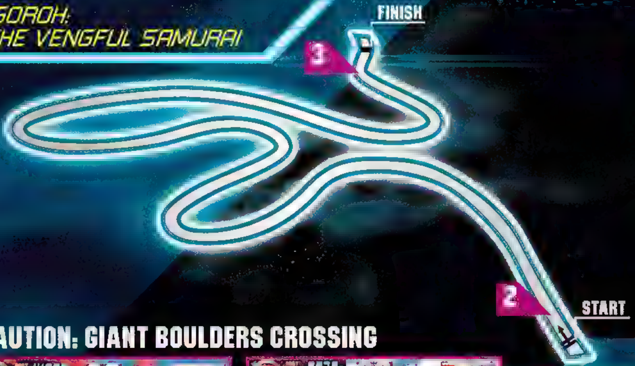
LET IT RIP AFTER LAP ONE



Once you've completed the first lap, boost freely to accelerate to top speed and collect the capsules you've missed. Don't forget that you're also being timed, so keep rocketing down the track to finish with time to spare.

CHAPTER 2

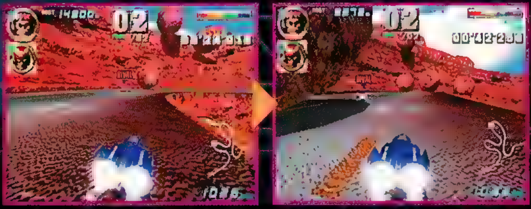
GOROH: THE VENGFUL SAMURAI



2 SPARE THE BOOST

Goroh will fire off the line like a bullet, so use your boost once or twice to close the distance a little, but save the rest of your boost energy for the final stretch.

CAUTION: GIANT BOULDERS CROSSING



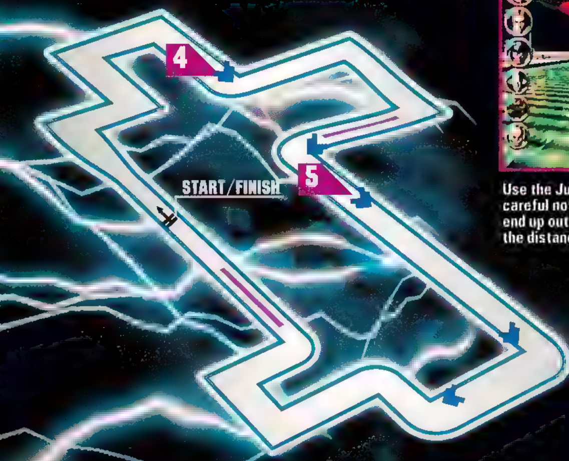
Huge boulders will fall down the mountainside and roll across the roadway while you race Goroh to the finish line. Drive along the canyon edge to avoid most of the boulders—but you'll still need to react quickly to avoid several of them.

3 LAST-SECOND BOOST

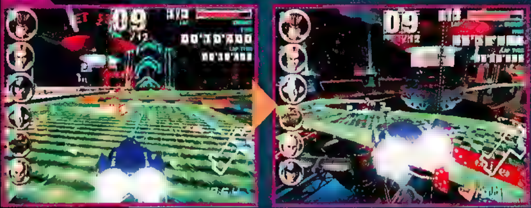
If you've avoided the rocks, you should be neck and neck with Goroh for the final few thousand meters. To seal your victory, use the last of your boost energy to blaze by Goroh just before the finish line.

CHAPTER 3

HIGH STAKES IN MUTE CITY

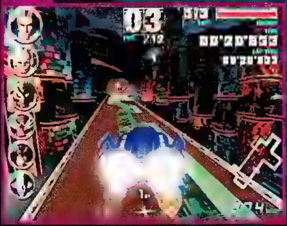


4 IT'S OKAY TO CUT CORNERS



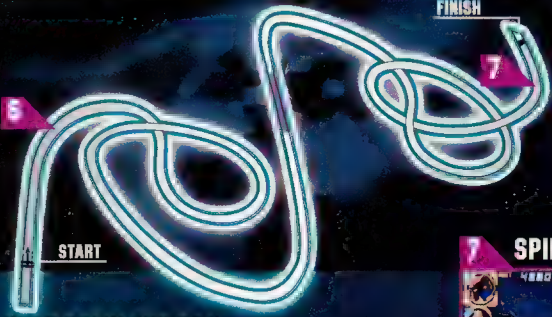
Use the Jump Plates to cut across the corners and ahead of your opponents. Be careful not to jump across where the gap is too wide, or you may fall short and end up out of the race completely. Try boosting before a Jump Plate to extend the distance of your jumps.

5 AIRBORNE EXPRESS



To shave a second or two from your lap time, hit the Jump Plate at map marker 5 to hurdle the rough areas, and cackle while your competitors below waste time weaving to avoid them.

CHAPTER 4
CHALLENGE OF THE BLOODY CHAIN



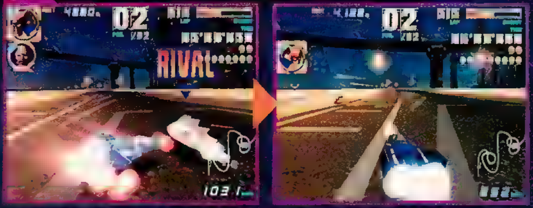
6 RUN WITH THE PACK

Michael Chain's gang of street thugs is blazing down the street, so you'll need to boost a few times to catch up to the first set of machines. Take 'em out with spin attacks to replenish your energy, then boost ahead.

BEAT DOWN THE GANG

As you work your way to the front of the pack, destroy as many gang racers as you can; use spin attacks to clear them out of your way and restore your energy in the process. Destroying the gang members is the only way to get enough boost to catch up with Michael.

7 SPIN MICHAEL CHAIN INTO SUBMISSION



You should catch up to Michael Chain near the goal. You'll have only a moment to assault him before the end of the race, so spin-attack as many times as possible. Boost before executing a spin attack to increase the damage to his machine. Once he's wrecked and out of the race, charge across the finish line!

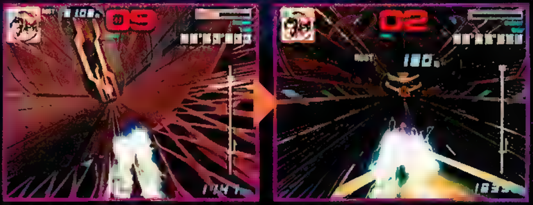
CHAPTER 5
SAVE JODY!

FINISH
START

CAPSULES JUICE YOUR BOOST

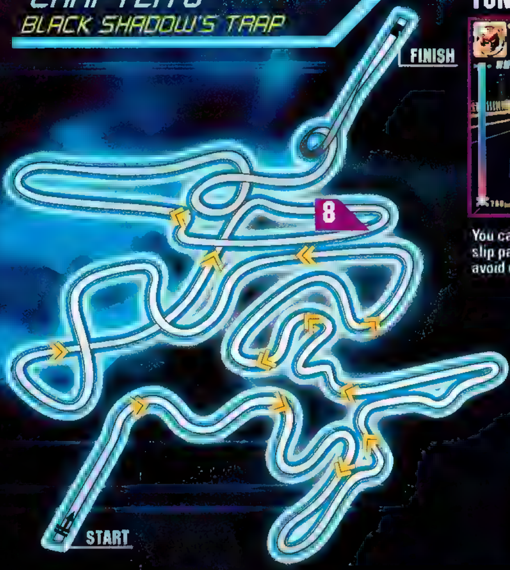
Boost as often as you can throughout the mission. To fuel the huge demand for boost energy, collect every green capsule along the way. All of the capsules are directly in the center of the roadway, so plan ahead and stay in the middle to collect them.

A TIGHT SQUEEZE THROUGH CLOSING DOORS

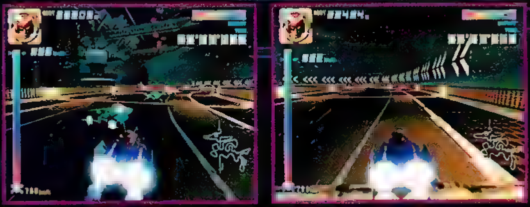


The doors will get progressively harder to squeeze through, so line up your approach early to get by without slowing to a complete stop. It's critical that you hit the Dash Plates just before the exit goal to speed up the ramp and jump to safety. It's a nail-biter, but you can make it!

CHAPTER 6
BLACK SHADOW'S TRAP

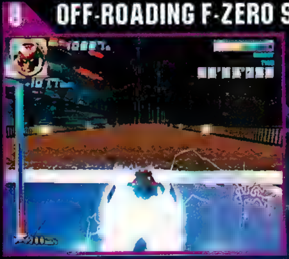


TONIGHT'S FORECAST: TRAFFIC AND TIGHT TURNS



You can count on trucks to move out of the way and pull over, but you'll have to slip past the cars without even a scratch to maintain the 700 kph minimum to avoid detonating the bomb. Use the L and R Buttons to navigate the tight turns.

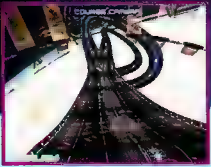
OFF-ROADING F-ZERO STYLE

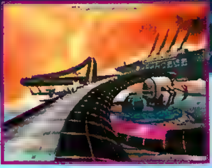


Be prepared to boost often when driving over the rough section near the end of the course. If you don't boost, you'll slow down in a hurry and trigger the detonation of the bomb on the back of your craft.

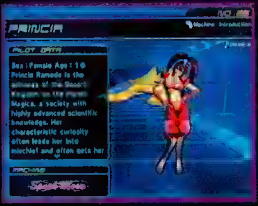
THE F-ZERO AX CONNECTION

Be on the look out for F-Zero AX, a brand-new arcade game complete with special connectivity options with F-Zero GX. Plug your GCN Memory Card in to the arcade cabinet to access new tracks, pilots and more.





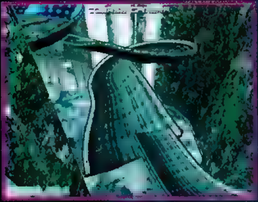
DOWNLOAD SPECIAL ARCADE CONTENT



Sex : Female Age : 16
Princia Ramode is the
[illegible]
Magica, a society with
highly advanced scientific
knowledge. Her
characteristic curiosity
often leads her into
mischief and often gets her

Insert your GCN Memory Card into the F-Zero AX arcade cabinet to download special content for F-Zero GX on the Nintendo GameCube. You'll be able to use the new machines, pilots and parts you've downloaded to help you win races at home!

UNLOCK THE SPECTACULAR AX-CUP TRACKS



In addition to downloading new machines, pilots and parts, you'll be able to take home and unlock the AX Cup's five stunning courses in your F-Zero GX game. You can then race any of those courses on Grand Prix, Time Attack or Practice modes.

STILL TO COME...

You've followed Captain Falcon a long way, but you've yet to conquer the final Story-mode chapters. They'll have you racing for the F-Zero championship belt and facing off against Deathborn. Do you have what it takes to be a champion?

THEY GOT GUTS...AND BIG BUTTS!
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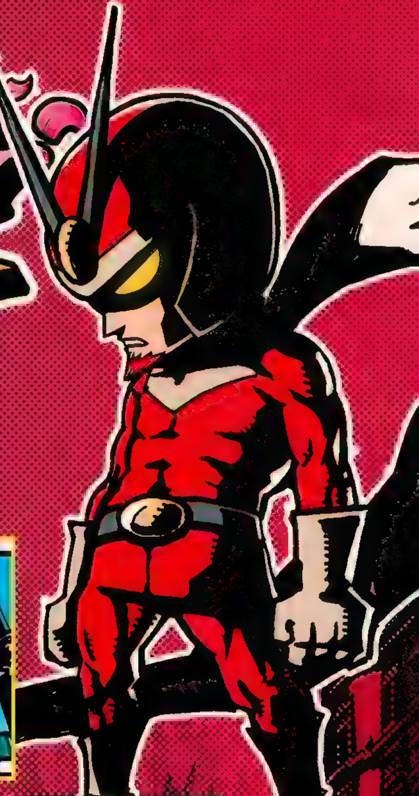
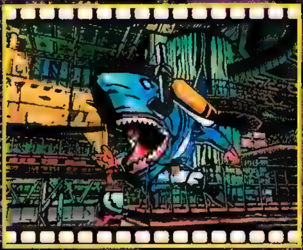
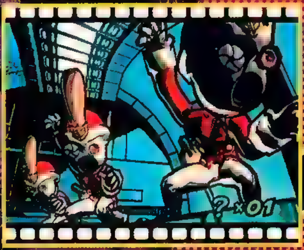
VIEWTIFUL JOE



AN ORDINARY GUY IN AN EXTRAORDINARY GAME.





With mind-blowing art, a hilarious script and perhaps the most original bad guys you'll encounter this year, Viewtiful Joe is comic-book fun on a cinematic scale. Our last review covered the first level. Now you get to take Joe through two more levels of big-screen adventure.

TEEN
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CONTENT RATED BY
ESRB
Cartoon Violence
Suggestive Themes

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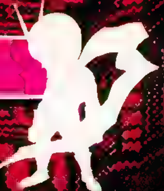
LEVEL 2

SOME LIKE IT RED HOT, PART 2...

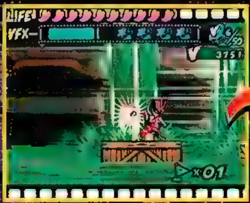


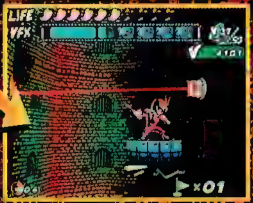
Joe's Mach Speed and Slow superpowers are the most important powers to master. They have different effects on the environment and enable new moves. In Level 2 you'll quickly learn to keep an eye on your VFX Meter. Don't let it run out, or you'll be transformed back into ordinary Joe until you can recharge.

Upgrade Note

Turn to page 62 to learn about extra moves and skills like Redhot Kick and the Turbo Charger.

JOE UPGRADE

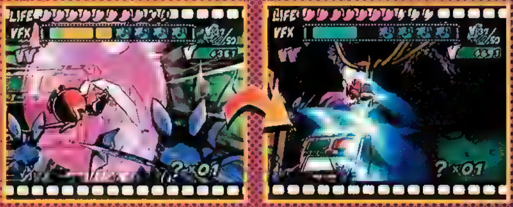




Time Management

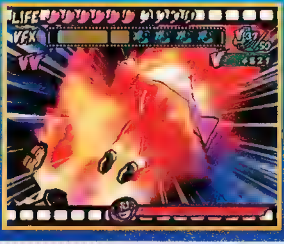
Your Mach Speed raises the level of most liquids in the game. Use it to move your floating crate upward. Then use your Slow and Mach Speed powers while standing on the propeller platform to avoid the lasers and bats.

Shoo, Bat, Don't Bother Me



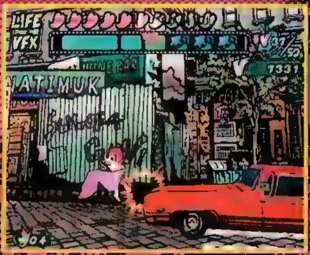
Once you've [illegible] the flag, get ready for bats. The next room is full of them. Take the opportunity to practice the Zoomed-In spin kick, because if the bats get hold of you you'll be helpless against the skeletons. Then slow things down when the machine's gauge maxes out; the door will open.

THE JOKER'S RETURN



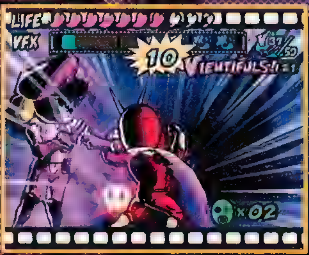
[illegible] quickly against Joe, so use Mach Speed to make forward progress. Watch for opportunities to stun the Joker with his own bullets and use Slow and Zoomed-In punches to defeat him quickly. Use Slow again to beat the slot machine.

Moving Violation



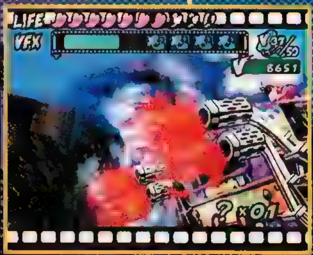
Out on the street, try your uppercut to send dazed robots into their flying counterparts. Grab the power-ups above you and look both ways—approaching cars will send you flying if you don't leap out of the way.

Double Trouble



Two armored trucks arrive. Score big by dodging a punch and using your combos against the whole gang. When the twin girls show up, try to stun them with a slow-mo punch, then spin-kick.

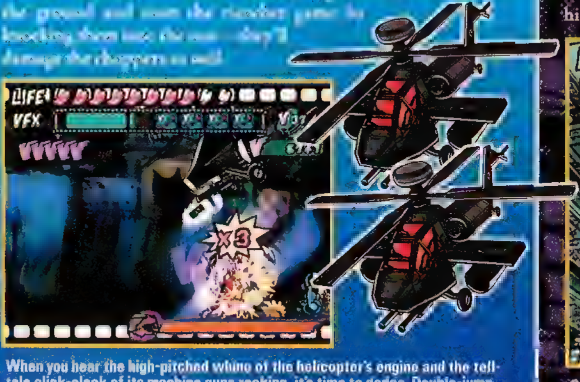
Crosstown Express



Next up—hazardous waste. The polluted river's full of cheeseburgers, but don't dally. Jump on an oncoming bus, build up power by holding the Slow button, and release it to rocket over the gap.

ANTIAIRCRAFT JOE

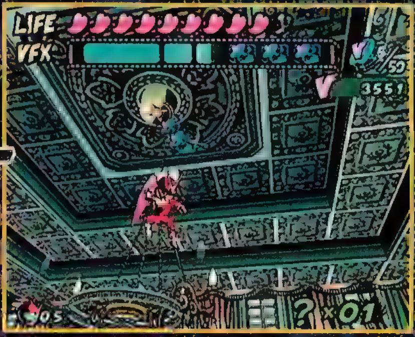
Two helicopters attack in succession. It's all in a day's work. They're most vulnerable when they land to drop off troops—slow things down and try a Zoomed-In attack. Or dodge [illegible] the ground and [illegible] the [illegible] by knocking them into the [illegible]—they'll damage the choppers as well.



When you hear the high-pitched whine of the helicopter's engine and the telltale click-clack of its machine guns racking, it's time to dodge. Double-jump over the cockpit and go to work in slow motion on its roof.

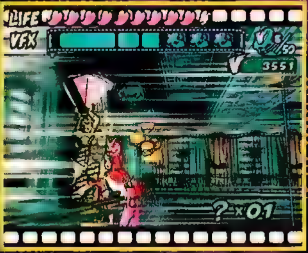
THE HOTEL

At most hotels, bellhops and a doorman greet you when you arrive. At this dump, it's robotic cowboys and other unfriendlies. Find the manager and give him a piece of your mind.



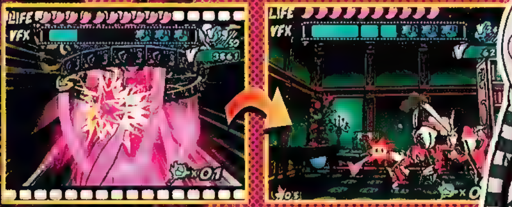
Once you've defeated the enemies, zoom-jump into the chandelier's ceiling fixture (it's easy to spot—the power-ups are in the shape of an arrow pointing to it). The other chandeliers will drop within reach.

Diamonds Take Forever

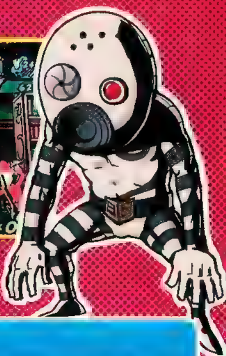


Use the chandeliers to reach the diamonds at either end of the room. Destroy the base of each diamond to collect it, then use the two of them to open the door all the way to the right. Don't forget all the film canisters along the way—you'll need lots of VFX Power later.

Dude, Let's Book



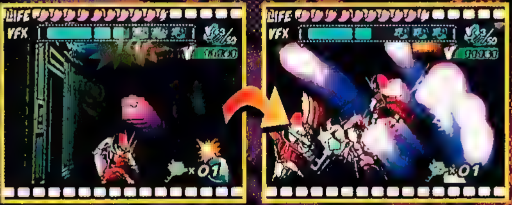
Use Slow to bring the platform down to you, then use Mach Speed to rise and blast your way through the ceiling. It's time to kick some robot butt and get the books that open the library wall.



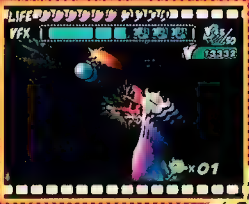
JOE UPGRADE

One-Man Riot

To grab items in the background you must purchase Mach Speed level 2; for the ones farthest away, you'll need level 3. Keep slugging your enemies at high speed—Joe clones will swarm your foes and bust open boxes in the background.

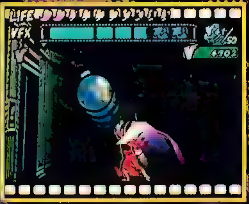


Using Mach Speed and Slow, defeat robots, ballerinas and cowboys as quickly as possible to avoid the approaching barrel. Mach Speed will beat the first robots, but use combo attacks on the rest. Press R while in slow motion—you'll run circles around the competition.



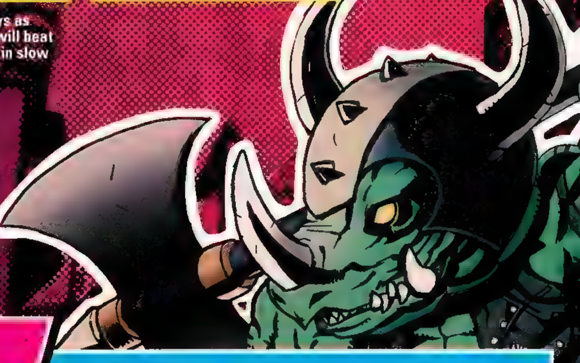
Bombardier

In the hotel you'll have to light bombs with your Mach Speed attacks, then slow things down and punch them into place. If your timing is right, they'll blow out doors, walls and ceilings.



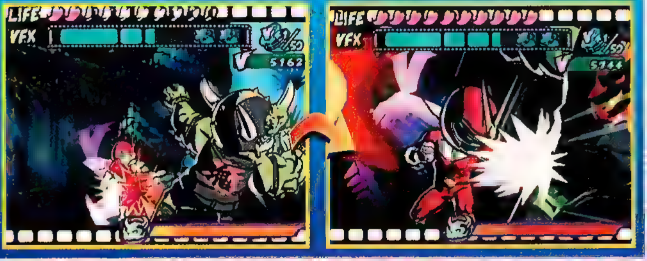
Uptime

Use a slow-mo uppercut to punch the bomb to the top chandelier, which will ignite it. Then, using Slow, kick it against the wall—it will blow open a passage to Hulk Davidson's office.



HULK DAVIDSON

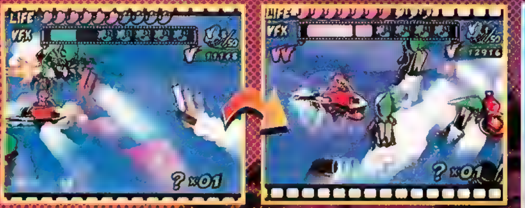
He rolls around and hits hard before you can get Hulk's axe away from him. Its impact will set the ground—and you—on fire. (If you catch fire, use Mach Speed to put yourself out.) He's vulnerable when he rams a wall and stuns himself, and when he hangs out on a chandelier while his axe spins through space. Try punching his missiles at him, then zoom in and punch when his guard's down.



LEVEL 3 2,000,000 LEAGUES UNDER THE SEA

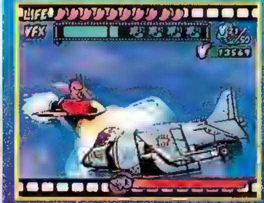
Joe must use his trusty Six Machine to fight his way to the toughest boss yet. He'll have to fly through hostile airspace and battle jets and robots below plunging deep underwater to invade an enemy base.

The Unfriendly Skies



The Six Machine is armed with both missiles and bombs. The bombs come in handy against enemies approaching from below. Look for red vials in the area—they grant you temporary unlimited VFX. Then you can turn and burn.

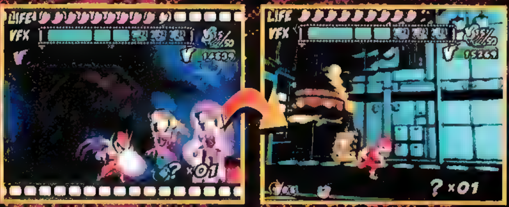
HARRIER JET



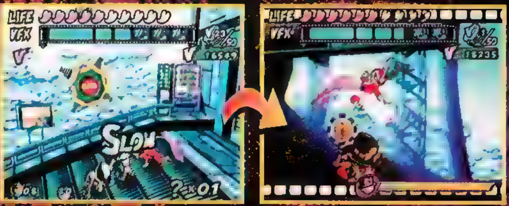
Dogfight

You'll hear the jet coming up for a strafing run long before it starts shooting. Get out of the way, then use Slow to drop bombs on its roof and to fire and deflect its missiles right back at it.

Going Down



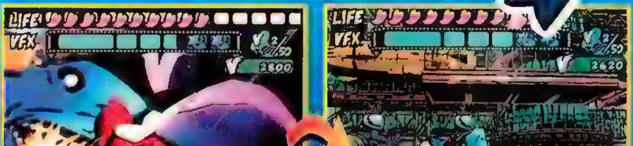
Use Slow to collect power-ups and hamburgers as you plunge downward—you can slow your fall if you punch and kick in the air. Once you're in the water, you'll have to defeat all manner of robots before two Bronco Billys come along with a remote control. Defeat them and use the remote to bring the floating platform into the room. Then employ Slow to set the platform down on the switch, and hold it there long enough to make your way through the next door.



In addition to the robots and schools of Piranhas and bullet-headed fish, you'll have to deal with rotating energy projectors. Slow uppercut a dazed robot into one, then zoom-jump to destroy it. Defeat the Joker to access the slot machine and the key card that unlocks the door all the way back at the beginning. You can battle your way back, or use your Mach Speed to dash through.

GRAN BRUCE

Bruce is very hostile. Then again, he is a sociopathic walking shark. Use the Zoomed-In punches and kicks, but when he charges at you with his chompers, run for it—he'll grab and shake you. It's scary-looking, and it hurts. When the water level rises, find Bruce at the bottom of the pool before he starts healing himself. Out of the water, wait for him to tire then move in with the Zoomed-In Slow punches and kicks to finish him off.

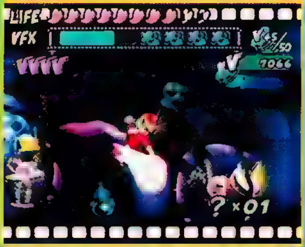


NEW AND IMPROVED!

JOE UPGRADE

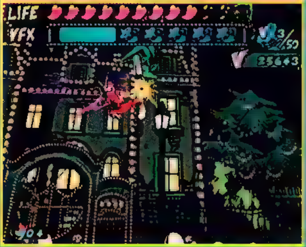
It's not the size of the hero in the fight, it's the size of the fight in the hero. Joe gets plenty of smackdown potential at the beginning of the game. But once you've racked up a few thousand points with your combo attacks, you can buy new moves.

Redhot Kick



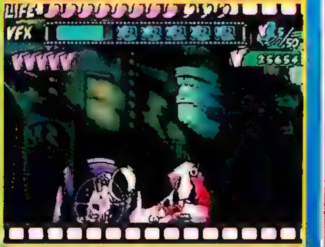
The downward diagonal kick is both a great leaping attack and a handy way to collect objects in the air. Use it repeatedly on dazed enemies to keep them flying around at ground level, damaging each other.

Air Joe



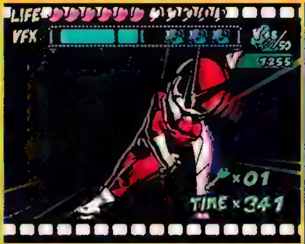
A leaping punch-and-kick combination, the Air Joe is both handy and stylish. Sometimes a plain old punch or kick in the air keeps you up there too long. The combo makes you an airborne threat instead.

Sliding



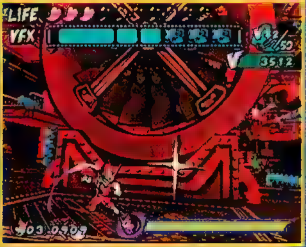
A sliding kick that carries you across the screen, the sliding attack is a great way to link combos. You can attack from a distance and then be in position to smack foes again when they return to earth.

Ukemi



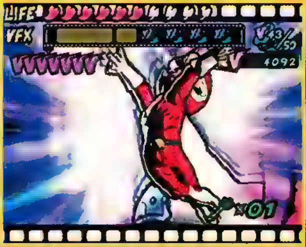
Attacks that knock you off your feet do the most damage, generally, and the Ukemi move heals your pain. As you fall backward, zoom in before you hit the ground. Your damage will decrease and you'll come up ready to fight.

VFX Turbo Charger



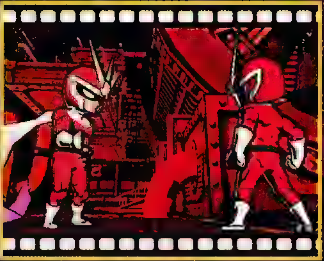
Arguably the best skill your money can buy, the Turbo Charger doubles the rate at which your VFX Meter refills, keeping you in the action longer. You'll wonder how you ever got along without it!

Viewtiful Forever



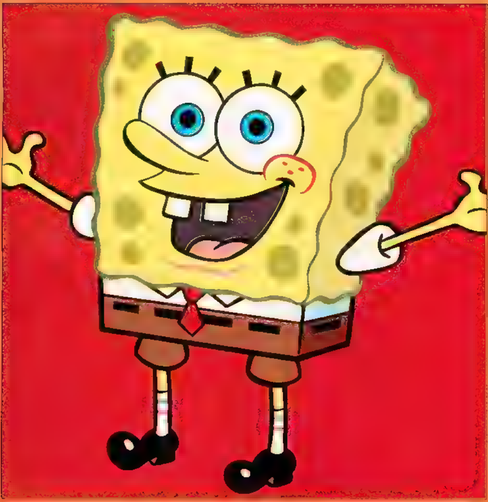
While dodging an attack in slow motion, zoom in. You'll strike a pose, radiate energy and do damage to everyone around you. It burns up a lot of VFX, but that's a small price to pay to move like Justin Timberlake.

AND...SCENE!



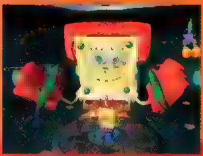
We love this game, and you'll quickly see why. It's full of plot twists, reversals of fortune and dramatic confrontations, just like a great movie. After the all-out combat with Hulk and Bruce, for instance, you'll encounter your evil twin. Part thriller, part comedy and part action, Viewtiful Joe is an instant classic.

WHO MAKES A BETTER HERO?
SPONGEBOB OR A GUY NAMED BOB?



"I have square pants!"

"I'm not wearing pants."



Soak up the new SpongeBob video game this Fall.

SpongeBob SquarePants
Battle for Bikini Bottom

EVERYONE
E
Comic Mischief
Mild Cartoon Violence
CONTENT RATED BY ESRB

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PlayStation 2
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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

WARIO WORLD
MORE BOSS STRATEGIES—PAGE 66

War on the battlefield, on the gridiron and in the demolition derby arena figures into this issue's CI selection of codes and tips. Follow us into Green Earth territory in Advance Wars 2: Black Hole Rising for winning strategies or change the conditions to your liking in Conflict: Desert Storm.

ADVANCE WARS 2: BLACK HOLE RISING GBA
CONFLICT: DESERT STORM GCN
DAKAR 2: THE WORLD'S ULTIMATE RALLY GCN
NCAA FOOTBALL 2004 GCN
SPEED KINGS GCN
WARIO WORLD GCN
WWE CRUSH HOUR GCN

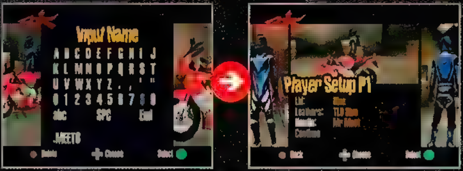
SPEED KINGS GCN

TOO HOT TO HANDLE

CHANGE YOUR RIDER'S HANDLE TO UNLOCK TRACKS, BIKES AND MORE.

What's in a name? In Speed Kings, the name that you select for your rider can mean everything. Select any single-player or multiplayer event, then choose your bike. You'll enter the Player Setup screen. Highlight the Handle option, then press A to go to the Input Name interface. Press B repeatedly to delete the default name, then input any of the cheats listed below (note that all cheats begin with a period). After you enter a valid cheat, your handle will change to the corresponding new handle. The new handles unlock loads of options. You can change your handle at any time and keep all of the options that you've already unlocked.

CHEAT	NEW HANDLE
.TEST9	MR D.TEST
.PRIX1	MR GP
.LAPT18	MR BESTLAP
.MEET6	MR MEET



Enter any of the cheats above to get a new handle. After you select the End command, the handle will change.

MR D.TEST

You can follow .test with any single-digit number greater than zero to make your handle change to Mr D.Test. The number that you enter will correspond to the number of driving tests that the code completes for you. By entering .test9, you'll complete all nine tests with a Gold rating.

CODES

MR GP

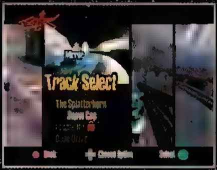
Enter .prix1, .prix2 or .prix3 to achieve identical results—your handle will change to Mr GP. After you enter, then quit any event, a message will let you know that you have unlocked Mirrored GP mode. Once you unlock the Grand Prix through your racing achievements, you'll be able to select Mirrored GP mode as a Grand Prix option.

MR BESTLAP

The code .lapt followed by any number from 1 to 18 changes your handle to Mr BestLap. By using .lapt18 as your code, you'll unlock the multiplayer Grand Prix and all GP Bikes, as shown in the Speed Kings Mag menu. You can select the unlocked bikes for events from the Bike Select screen. After you run an event then quit, a message will show that you have unlocked seven new "skins." You can change skins by selecting the Leathers option on the Player Setup screen.

MR MEET

The code .meet, followed by any number from 1 to 6, changes your handle to Mr Meet. Use .meet6 to unlock all meets and all single-event tracks except Casino Run. After you complete a race then quit, you'll see that the Street Racers bikes are unlocked, as are Mirror mode and traffic options.



When selecting a track, press Left or Right to choose the track's mirror image.

By turning off the traffic in the Game Play Options screen, you can run races without running into cars.

NCAA FOOTBALL 2004

GCN

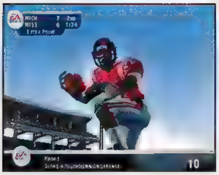
AND THE CROWD GOES WILD

CODES

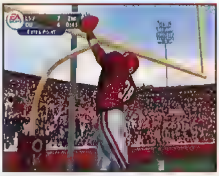
CELEBRATE IN SIGNATURE STYLE AFTER EVERY TOUCHDOWN.

NCAA Football 2004 captures the college game, down to the touchdown celebration. Provided that your player is still standing after he crosses the goal line or catches the ball in the end zone, you can trigger a celebration with any of eight two-button combinations. Press and hold the L Button or the R Button, along with A, B, X or Y. The camera will snap to the scorer as he expresses his jubilation. If the ref decides that you are rubbing it in, he'll charge you with a penalty on the kickoff—but it's a small price to pay for a moment in the sun.

BUTTON COMBO	CELEBRATION
L + A	HEISMAN TROPHY POSE
L + B	STRONG SPIKE
L + X	BASIC SPIKE
L + Y	BOW
R + A	THROW BALL
R + B	GOALPOST DUNK
R + X	KICK BALL
R + Y	PUNCH BALL



Press L and A simultaneously to let your scorer show his stuff in the classic Heisman Trophy pose.



The R Button combinations, such as the goalpost dunk, tend to be on the wild side.

CONFLICT: DESERT STORM

GCN

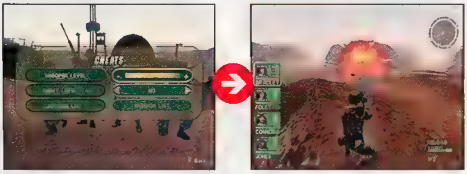
WAR SCORE

CODE

CHEAT YOUR WAY TO ANY OF 12 MISSIONS.

While you're reliving the first Iraqi war in realistic sim Conflict: Desert Storm, you can skip to your favorite mission or change the game difficulty by entering a code. On the main menu, key in the code shown below, then select the Options menu. You'll find a Cheats option that includes two enemy-level adjusters and a mission list, which will allow you to select any mission in the game.

CODE	RESULT
LEFT, LEFT, RIGHT, RIGHT, UP, UP, DOWN, DOWN, X, X, Y, Y	UNLOCK CHEATS MENU



The Trooper Level bar adjusts the difficulty level of the enemies. If you bring it all of the way to the top, you'll face tough opposing forces.

WWE CRUSH HOUR

GCN

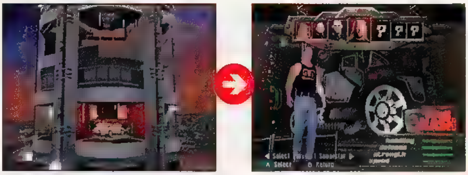
NASH IS NEXT

CODE

ADD KEVIN NASH TO THE LIST OF AVAILABLE SUPERSTARS.

Car battler WWE Crush Hour offers a huge list of wrestlers-turned-automotive-attackers, but there's always room for one more. On the character-select screen, enter the code shown below to add Kevin Nash to the mix.

CODE	RESULT
L, X, Z, Y, L, X	UNLOCK KEVIN NASH



Enter the code to add Kevin Nash to the list of available participants on the character select screen. He's a strong fighter, but a weak driver.

DAKAR 2: THE WORLD'S ULTIMATE RALLY

GCN

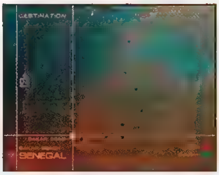
ALL THE WAY TO TIMBUKTU

CODES

UNLOCK ALL TRACKS FROM PARIS TO DAKAR (INCLUDING TIMBUKTU) AND EVERY CAR, TRUCK AND BIKE.

It's a bumpy ride to West Africa, but you can make it a lot smoother by cheating your way there. Select the Cheat Code entry from the Extras menu, then enter either (or both) of the codes listed below. A confirmation message will follow correct code entry. You can select unlocked tracks in Single Race mode, and select unlocked vehicles in single races and Campaign mode.

PASSWORD	RESULT
BONZER	ALL TRACKS UNLOCKED
SWEETAS	ALL VEHICLES UNLOCKED



The BONZER code unlocks tracks for Single Race mode. To unlock the GBA minigame tracks, you'll have to play Campaign mode.

The SWEETAS code expands your vehicle choice to eight cars, four trucks and six bikes.

00:52.97
053
POSITION

If you want to to reach Dakar in Campaign mode, you'll have to complete every race. Use newly unlocked vehicles for a better chance at victory.

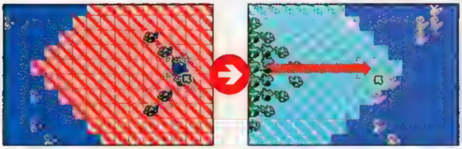
GREEN EARTH ADVANCE

STORM THROUGH THE FIRST FOUR BATTLES ON GREEN EARTH TERRITORY.

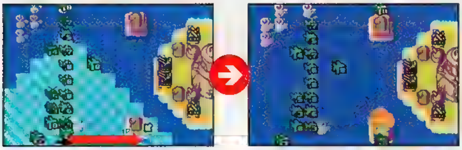
Lord Sturm's grasp on Wars World is loosening. In our Volume 171 Advance Wars 2 strategy review, we took you through the battles on Blue Moon and Yellow Comet. This month, we storm into Green Earth to liberate the last of the occupied lands.

SEA FORTRESS

The predeployed Sea Fortress mission pits Eagle against Hawke in a battle for a small fortress that is surrounded by eight Minicannons. Flying your air force in from the west, you must destroy all of the cannons to claim victory. You'll begin with an air-to-air battle. Look at the attack range of Hawke's two closest jet-powered Fighter units and put your forces just beyond their reach; lead with your Fighters and have your Battle Copters behind them and your Bombers in a line bringing up the rear. After you finish the turn, Hawke will move his forces within range of yours. With careful maneuvering, you'll be able to defeat all of Hawke's forward units while sustaining little damage to your own units. Ride out Hawke's Black Storm in the next turn, then prepare for battle with his remaining units and Cruisers, making sure that you are out of range of the two forward Minicannons. After you've taken care of Hawke's secondary units, coordinate an attack run on the cannons. Position a Bomber one square south of the southern forward cannon and another Bomber one square north of the northern forward cannon. Your Bombers will be safe from all enemy fire. Take a few turns to destroy the cannons and position your units for an onslaught. Once the first two cannons are gone, you'll probably have the power to call the Lightning Strike. Attack first, then call the Super CO Power again and attack without giving your opponent a chance to retaliate. Continue to sweep east, taking on the Missile units and Minicannons while you avoid contact with the Anti-air units. Fighters can't attack ground units, but you can use them to block the movement of mobile enemy units. The Minicannons point west. If you can reach the easternmost cannons, destroy them, then work your way back to the west and destroy the ones that you skipped.



On your first move, check the attack range of Hawke's Fighters, then position your Fighters just out of enemy range, using the reefs as landmarks.



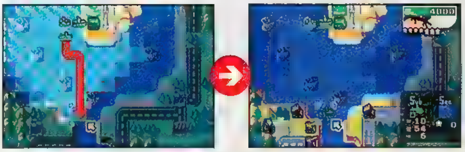
After you defeat the second wave of enemy units, target the forward Minicannons using two Bombers while your other units stay out of range.

DRAKE'S DILEMMA

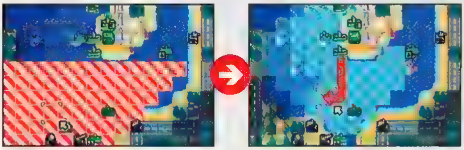
Hawke's Black Cannons reach into an inlet, where Drake's navy must fight or sink. The key to destroying the cannons is to guide your Battleships to within range of the cannons' weak spots. Use Submarines to expose Hawke's forces along the shore, and employ reefs to hide your Battleships. Move the Submarines first, placing two or three of them in the canal south of the lake, and have them dive below the surface so they won't be detected. Next, move a pair of Battleships south, but don't place them in the Black Cannons' firing ranges unless they are concealed in reefs. Have the Battleships leapfrog from reef to reef in the areas where such maneuvers are possible. In the section where there are no reefs, destroy the Rockets and Missiles within range, then continue on your voyage. You'll be able to destroy the eastern Black Cannon from a rocky-shoal hiding place, but you'll have to expose your Battleships to get within range of the other one.

Kanbei supports Drake on the mission, but he can be more of a hindrance than a help. Use Kanbei's forces to establish a position in the southeast and take over properties. If you want to damage a tight group of Hawke's units, you can launch Missiles from silos in the east.

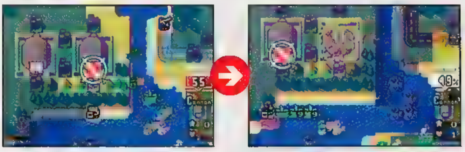
Hawke's Black Storm Super CO Power damages all opposing units at once. Since his power builds every time his units are engaged in battle, you can decrease the chances that he will be able to call Black Storm by avoiding battle with his units. Just sail the Battleships unseen through the canal and target the backs of the Black Cannons.



Move your Submarines first and put at least three of them into the canal south of the main body of water. Have them dive to avoid detection.



Watch the ranges of the Black Cannons and Hawke's long-range units, and put the Battleships in a position to reach the reefs.



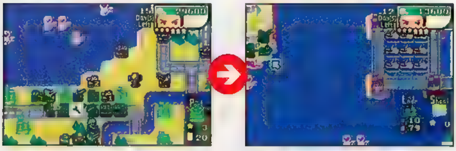
After your Battleships are behind the Black Cannons, expose and destroy the enemy units you can, then attack the backs of the cannons.

SINKING FEELING

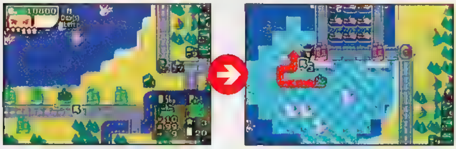
Six-star mission Sinking Feeling challenges you to capsize nine enemy Battleships in 17 days. The Battleships are in for repairs, but the enemies are at the ready—they have easy access to an airport, a mix of long- and short-range units and two Minicannons. You'll be able to mount a convincing campaign on the ground, but you'll have to fight from the sea as well if you expect to have any chance of sinking all of the ships in time.

Use the Mech unit closest to the neutral seaport to capture the port as quickly as you can, then march the rest of your units (save for one Anti-air unit) east to engage with enemy ground forces. As soon as you have control over the port, build a Lander, load it with the Mech unit and the Anti-air unit and set sail for the island east of the enemy harbor. When you reach the island, unload the Lander and use the Mech to capture the island's southern city. You'll uncover the enemy weapon plans and unlock the Danger X9 mission. As you take over the other island properties, use the Anti-air unit to fight off airborne attackers. In the meantime, use every opportunity to develop Battleships, and send them to within firing range of the enemy Battleships. If air attacks become a problem, use your resources to create a Cruiser to protect your Battleships.

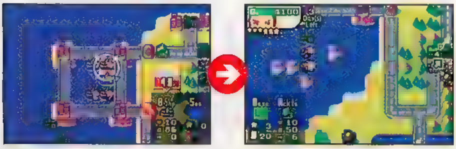
As the ground battle progresses, move your units north, keeping an eye on the Minicannons' range, and capture the enemy factory in the east. Destroy the Minicannons and any remaining enemy units, and move your long-range units into position to destroy the Battleships.



Take over the neutral seaport, then send a loaded Lander to the western island, where you'll discover enemy plans.



Build Battleships and at least one Cruiser to attack the docked enemy Battleships and combat their air support.



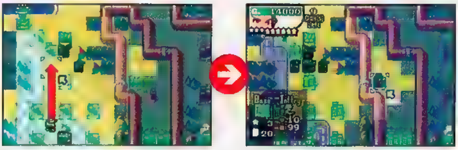
Use your ground units to take over the eastern land and attack the Battleships from the shore.

DANGER X9

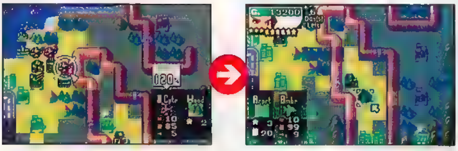
The Danger X9 mission is short by design. You'll have only nine days to reach and capture the secret lab where Black Hole forces have hidden the Neotank plans. Select Eagle as your CO for his air superiority and turn-doubling Lightning Strike maneuver, and make every day count by planning your moves a few days in advance.

Start by moving all of your ground units north on Day 1, then produce an Anti-air unit in the factory north of the starting point and create an Infantry unit in the factory that is surrounded by pipes. On Day 2, begin fighting against forces north of the starting point and engage in as many battles as you can. All conflicts will increase your special power and get you one step closer to a Lightning Strike. At the end of Day 2, build another Anti-air unit and use your new Infantry unit to begin capturing the neutral airport.

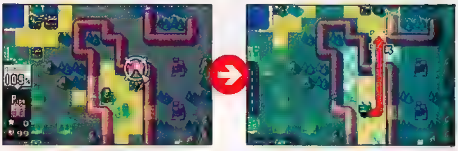
On Day 3, secure the neutral airport, fight the enemies near the water and build another Anti-air unit. On Day 4, move your Infantry back to its factory and create a Bomber in your newly acquired airport. By Day 5, you should have enough power saved up to call a Lightning Strike. First use the Bomber to destroy the pipe seam north of your new airport, then create a Transport Copter in the airport and load it with your Infantry unit. Call Lightning Strike to give your troops another turn. Pilot the Bomber north to the next pipe seam and follow it with the Transport Copter. In the remaining days, pilot the Transport Copter to the lab, unload the copter and capture the property that holds the Neotank plans.



Begin by moving troops to the north of the start point and creating an Infantry unit in the secluded factory.



Fight near the water to build your power and draw enemies to the west. Use the Infantry unit to take over the airport, then produce a Bomber.



Break through one pipeline seam and create a Transport Copter, then break through the next seam to create a path to the lab.

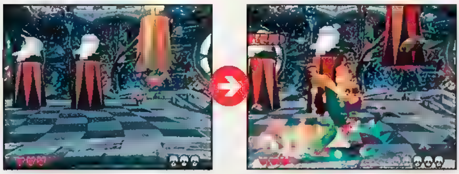
SPARKLE LAND SHOWDOWN

BEAT THE BOSSES IN THE FOURTH WORLD OF WARIO'S BIG ADVENTURE.

In Volume 172, CI guided you through the boss battles of Thrillsville. In this issue, we bring it on home with the fights leading up to your battle against the Evil Black Jewel. Collect coins for Continues and take on the Sparkle Land boss trio.

THE MEAN EMCEE

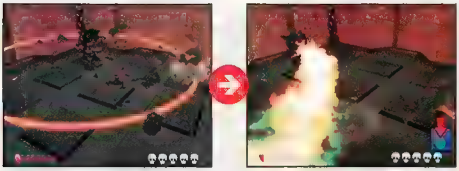
The head ghoul in Mirror Mansion spins and dances to keep you away. Avoid his wacky attacks and hit him while he's skulking around the arena. After you've sufficiently damaged the boss, he'll conceal himself in one of his cups and take it for a ride. When the cups stop shuffling, punch the one that the emcee is in. If you choose the right cup, it will rise and appear to be empty. Stand under the cup and perform a Ground Pound. The emcee will drop out of the cup in a daze—pick him up and Piledrive him. Repeat the dance until the emcee is done.



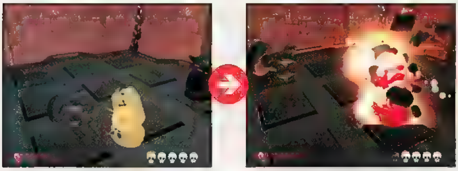
After the Mean Emcee ducks into a cup, identify the one he's in, then use a Ground Pound to make him drop. A Piledriver will knock him down to size.

IRONSIDER

When you reach the end of the Pecan Sands area, you'll face a hopping head statue that spits fire and sends out shock waves when it hits the dirt. You'll need the floating hands for ammunition. Toss stunned hands at the head at the first sight of flames.



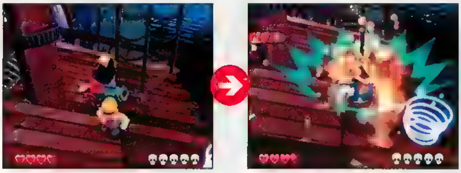
Jump over the head's shock waves and leap over the flame attacks or Ground-Pound into the sand to let flames go over your head.



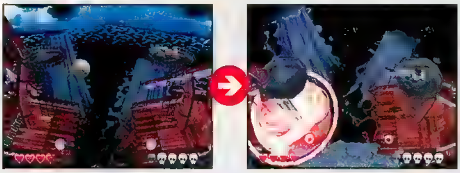
Knock out the hand statues and toss them into the flame-spewing mouth of the head statue.

CAPTAIN SKULL

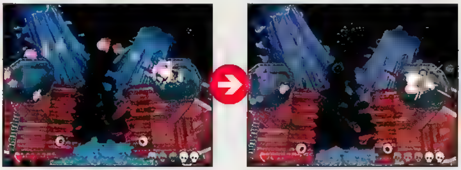
Sparkle Land's overseer is a skeleton pirate with a boisterous laugh. Captain Skull will have the advantage when you are far away from him, as he uses several long-distance attacks. Climb or spring to his side of the broken-ship arena and hit him with close-up punches and kicks. When he's knocked out cold, pick him up and perform a Mad Move. After the bony beast's life meter reaches the two-skull level, the captain will become invincible to your attacks. His own cannonballs are the only weapon that will stun him at that point. Hop to the opposite side of the ship and avoid his projectile attacks. When Cappy fires cannonballs at you, pick one up and toss it back using a charged-up throw. A direct hit will stun the skeletal sailor. Jump and climb to the captain quickly, and perform a Mad Move before he wakes up. Once you're done with the captain, the only enemy remaining will be the Evil Black Jewel.



While the captain still has most of his health, you can stun him using punches and kicks. Pick him up and Piledrive him.



Captain Skull's most powerful weapon is the moon shot. When the moon is headed your way, move to another level to avoid the blast.



After he's down to two skulls, the cap'n will shield himself from your close-range attacks. Hit him with his own cannonballs, then Piledrive him.

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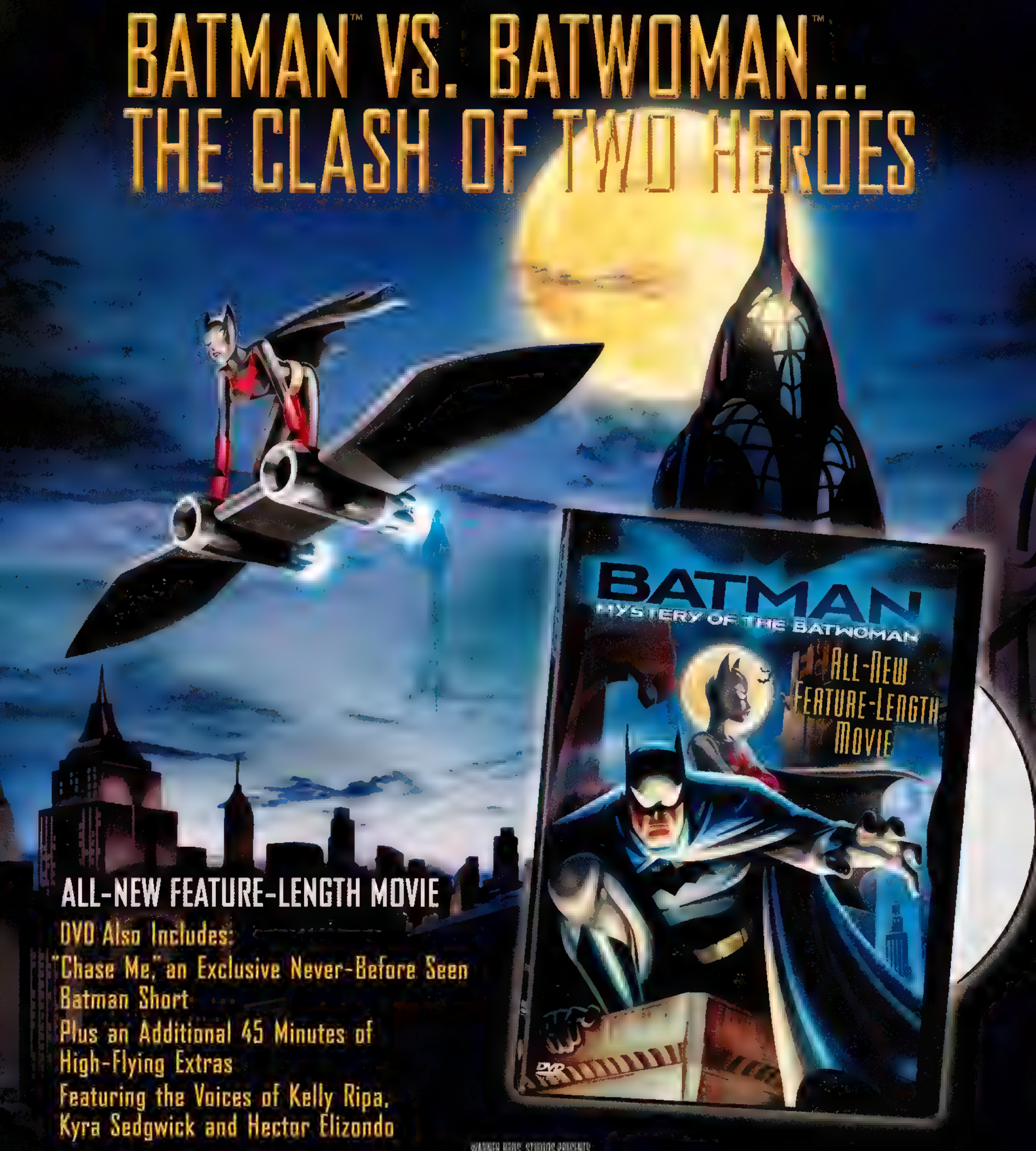

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ARE YOU NOT ENTERTAINED?!

GLADIUS™

TEEN
T
CONTENT RATED BY ESRB
Blood and Gore
Comic Mischief
Violence

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A SWORD-AND-SANDALS EPIC OF THE HIGHEST ORDER

LucasArts has long been known for its immersive, creative video games, and Gladius is no exception. Part RPG, part strategy and part action-packed button-masher, the GCN title is a fantastic example of inspired game design. Get ready to revisit the good old days of ancient Rome—when combat was king!

CHOOSE THY HERO

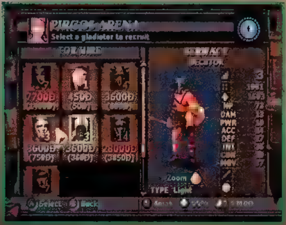
Gladius lets you play through the game with two protagonists—it's like getting two games for the price of one! The female lead is a sharp-tongued warrior named Ursula. Tired of living in her one-horse town, she leaves the countryside for the fun and excitement of gladiatorial combat.

Valens is the son of a famous gladiator, and is charged with restoring his school to a place of honor in the community. The walk-through on the next several pages follows his story—although much of the general strategy can be applied to Ursula's section as well.

THE ART OF WAR PREPARATION

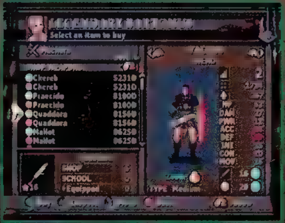
The first chunk of Gladius takes place inside arenas, where commoners and wealthy elite alike revel in their own bloodlust. As you form a crack team of gladiators, you must decide how to equip them, which ones to use in what classes and how to fight once you are engaged in battle. The following tips will help you during any trips to the arena. If you want to save the game, you must back out of the arena and go to the world map.

THE SPICE OF LIFE



Your school should have a wide variety of character classes. The more options you have, the better you can adapt to each match. If you [illegible]. You won't have many class options in the beginning, but more will become available as you move through the game.

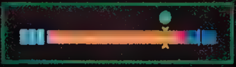
LET'S GO SHOPPING

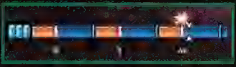


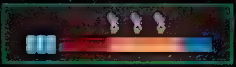
After you get some wins under your skirt, you should have enough money to visit the store. Better armor is a must for all of your warriors, with better weaponry coming in a close second. Check the chart on the right-hand side of the screen to see how the selected item affects your character's stats.

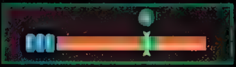
As you fight, your characters will gain experience and eventually level up. When they do, they'll earn Job Points that are used to buy new skills and combos, and to make your existing ones more powerful. Don't spend your Job Points willy-nilly—concentrate on a couple of select skills and level those to the max.

MIND YOUR METERS





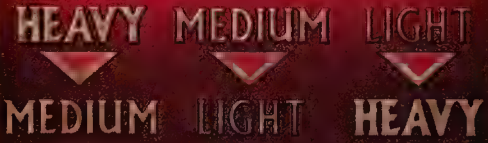




When you attack an enemy, a meter (such as the ones shown above and to the left) will appear at the bottom of the screen. If you press the right buttons at the right times, you will unleash an attack that does extra damage. If you miss badly, the attack will do less damage.

A REAL CLASS ACT

In the fighting system, each class has an advantage over another. (Heavy beats Medium, which beats Light, which beats Heavy.) Keep the hierarchy in mind, but don't treat it as gospel—a strong Heavy-class warrior can still wallop a weak Light-class foe.

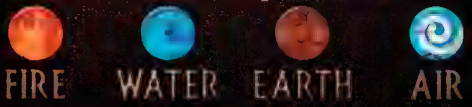


ADDITIONAL CLASSES

There are other classes which don't fall into the above three categories. Groups such as Arcane, Beast and Support don't have any ingrained weaknesses—but they aren't strong against any certain class, either. Such neutral classes are good additions to your team—try to recruit a lot of them.

FINDING THE FAVOR OF THE GODS

There are four main Affinities in the game—Fire, Water, Earth and Air. If a character is aligned with one, he or she can use strong Affinity-based attacks that deal a lot of hurt. They don't have a pecking order (Water doesn't best Fire, for example), but attacking a character with a like Affinity will do little to no damage.



ADDITIONAL AFFINITIES

There are two additional Affinities, about which little is known. Let's just say that they have a lot to do with good and evil. (You won't encounter any characters with these Affinities until much later in the game.) If you can somehow harness the Affinities' power, it will be a great boon to your dreams of conquest and world domination. . . .

THE ART OF WAR

Once you have a handle on the basics, it's time to get into an arena and mix it up! While you'll sometimes encounter a battle with unusual rules (such as a king-of-the-hill scenario or special two-on-one fights), most of the encounters are straight-up brawls. Knowing where to move your fighters and how to strike effectively will take you a long way toward leaving the ring with all your limbs attached.

TAKE THE HIGH [illegible]

[illegible] damage and also be harder to hit. The same goes for [illegible]

[illegible] THE CROWD

Katre
Crowd Favor
Atk Crit Dam
Combo
Combo Attack 2

[illegible] in the back, for example, might fly in the lesser-known arenas, but large venues usually frown on the practice.

ATTACKS FROM AFAR

Katre
Combo Attack 1

Ranged weapons, such as arrows and spears, can attack a foe while keeping you out of harm's way. Many of them also do as much or more damage than melee weapons. If you get the chance to use a ranged weapon, always do so.

LOW BLOWS

You will do more damage to an enemy if you attack from the side or behind. If an enemy is not engaged and you strike from behind, he or she will usually turn around to meet your attack and nullify the advantage. If an enemy is already fighting someone, however, you can get in a sneak attack while he or she is otherwise occupied.

JOIN THE GLADIATOR FUN CLUB TODAY!

So you have a school of two and need some fresh bodies? No problem! Just head for the nearest town and go to the arena, then select the Recruiting option. You won't have the fame or the funds to bring in many folks at first, but more options will become available once you've cleared a few tournaments.

ONE-TIMERS VS. LIFERS

MONGRELS' MAN
Select a gladiator to recruit
FOR HIRE
TYPE Light
PIRGOS ARENA
Select a gladiator to recruit
FOR HIRE
Recruit temporarily
Recruit permanently
Do not recruit
TYPE Support

There are two different kinds of recruits. Mercenaries are paid to fight for a single battle, and they engage in combat without taking orders from you. It's a pricey way to go, but worth it if you need a specific class of fighter for a battle. The other type of recruit will join your school, and you can control him or her in combat and outfit the character in the stores just like you can any other school member.

BEGONE, LITTLE MAN!

PIRGOS ARENA
Select a gladiator to recruit
FOR HIRE
Velia
TYPE Support

Higher-level recruits want nothing to do with some mom-and-pop gladiator school. You must build your reputation and win many battles to get the biggest and baddest fighters on your side.

VALENS JUSTIFIES THE MEANS

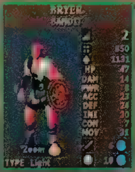
Valens is a young man who lost his father to a band of thugs. Now that he has come of age, it's time for him to take over his father's [illegible] gladiator school. When you first start Valens's story, you'll go through a long tutorial mode interspersed with cut scenes featuring Valens and his fighting companion, Ludo. Though you'll have the option to skip the tutorials, it's in your best interest to participate so you can learn the ropes. Note that the game uses some random fighters during battle, so names and classes that appear in the walk-through may be slightly different in your version.

PIRGOS

Once you're trained, you'll go to Pirgos—a small [illegible] at the [illegible] of the region. After you earn the [illegible] that allows you to fight in tournaments, you'll have the option to leave the town. Don't go until you've completed the leagues and the tournament.

[illegible]

LAMPOLO
CENTURION
HP
DAM
PWR
ACC
DEF
INI
CON
MOV
Zoom
TYPE Heavy



After you beat the Pirgos [illegible] League, you'll be able to fight in other Pirgos leagues. Head straight for the recruiting master and pick a couple of warriors to join your party. If you have the money, try to get a permanent recruit. If not, take on a temporary hire so you aren't slaughtered in the initial battles.

TO THE LEAGUE!

PIRGOS ARENA
PIRGOS
COMMINUS
Details
History

You don't have to fight in every battle to clear a particular league—you need only to earn the required number of points. If you skip too many battles, however, you'll lose out on gold and experience. Your esteem in gladiator circles will also fall, which will prevent you from entering some leagues and tournaments.

PIRGOS COMMINUS

TIROCINIUM	1 pt
LAMETICUS	1 pt
BRUTUS ATROX	2 pts
EMINUS	2 pts
ARCANUM	3 pts
LUDUS	3 pts

LEAGUE COMPLETION — 4 pts REWARD — 2 CUPS

You need only four points to complete the Pirgos Comminus league. The easiest way to earn them is to take on the first three battles listed. (Again, it's in your best interest to fight every battle—but you don't have to.) Once you clear the league, you'll earn two cups for your trophy shelf.

THE TIROCINIUM BATTLE

TIROCINIUM
MUNIO'S SCHOOL
PIRGOS ARENA

Use the Tirocinium Battle (as well as the other battles in this league) to level up your warriors and get a feel for a real combat situation. Placing your fighters before the match is a key strategy—always try to position them on or near elevated areas. If the arena is flat, place them near enemy long-range units so they can take them out immediately.

THE LAMETICUS BATTLE

Select a slot you wish to fill
MUNIO'S SCHOOL
REQUIRED
Heavy
PROHIBITED

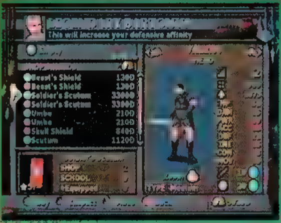
The Lameticus Battle is the first one in which restrictions (other than popularity) are placed on your school. You must have a Heavy-class gladiator to enter the fight. Since you probably won't have one by that point, try renting one just for the battle.

THE BRUTUS ATROX BATTLE

Empower Self

You will start the battle a fair distance away from your enemies, so use the first round to cast Valens's Empower Self ability. The technique raises your hit rate, as well as your offensive and defensive prowess. It doesn't cost anything to use it, which makes it a solid opening move for Valens during any battle.

TO MARKET, TO MARKET



This will increase your defensive affinity

Beast's Shield	1300
Beast's Shield	1300
Soldier's Scutum	33000
Soldier's Scutum	33000
Umbo	2100
Umbo	2100
Skull Shield	8400
Scutum	11200

[illegible]

[illegible]

OPEN BATTLE I	1 pt
OPEN BATTLE II	1 pt
OPEN BATTLE III	2 pts
OPEN BATTLE IV	2 pts
OPEN BATTLE V	3 pts
OPEN BATTLE VI	3 pts

LEAGUE COMPLETION — 5 pts REWARD — 2 CUPS

The [illegible] all of fighters, with no class or Affinity requirements to speak of. The battles aren't particularly tough, so it's a good place to earn Gold and popularity without risking too much.

OPEN BATTLE III

There's an Arcane-class unit in Open Battle III, and she likes to use the skill Steal Affinity. To stop her, send in warriors that have no Affinities so she isn't able to swipe them. The fighters in the battle are pretty slow, so sending in a team of fast, Light-class warriors works well.

UNCLE VALENS WANTS YOU

After you clear a couple of the tournaments, go back to the arena and see if any new fighters are willing to join your side. As you win battles, your reputation will grow—fighters who previously dismissed you as insignificant will suddenly be willing to sacrifice themselves by launching full-frontal attacks at your enemies. Sweet!

PIRGOS ARENA
Select a gladiator to recruit

You need to have five party members to enter the Pirgos tournament. Pick up at least one spear-thrower (they are called Peltasts in the game) so you can injure your enemies from a distance. If Katre the Peltast is there, recruit her permanently—she's amazing.

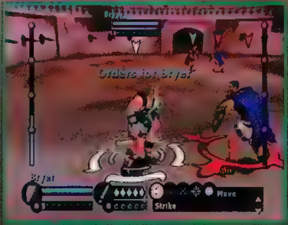
SPEAK, FRIEND!

Sometimes you'll gain a special side quest if you talk to the right people—start with shop owners. Speak to Cresus, the shopkeep in Pirgos, to learn about his woes and gain access to one of the side quests.

Cresus
Valens

You won't be able to complete Cresus's quest until you gain access to the Windward Steppes.

[illegible]



There are two enemies in Open Battle I, and they're not very strong. It's a perfect place to let your weaker party members gain some experience. Another strategy is to work on leveling up two or three characters as much as possible so you always have big bruisers ready for a tough fight.

OPEN BATTLE IV

Long-distance units have two big advantages in Gladius—they can attack from afar and they do a lot of damage. To nullify the spear throwers and the archer in Open Battle IV, position your units as close to the enemies as possible, then rush your opponents when the fight begins. If you get next to them, they'll switch to melee combat.

PIRGOS CHAMPIONSHIP

PIRGOS TOURNAMENT	5 pts

TOURNAMENT VICTORY — 5 pts
REWARD — KEYS TO PIRGOS

The Pirgos Championship is a one-battle affair. If you emerge victorious, you'll receive a whole lot of gold and the keys to the city.

THE PIRGOS TOURNAMENT

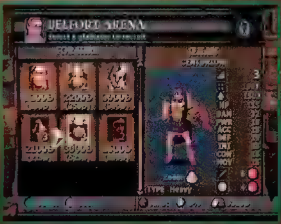
Katre
Combo
Combo Attack 1

If you picked up Katre, have her stay in the back and polish off enemies with her Long Range move. Also try to recruit the bandit Chryseida—her Incapacitate Heavy skill will freeze Heavy-class warriors in place for a few turns.

BELFORT

Feel free to stay in Pirgos as long as you like—completing all the tournaments is tough, but good [illegible] world, leave the city and make way for the bustling [illegible]

[illegible] YOUR SCHOOL



After you arrive in Belfort, head for the arena and check out the possible recruits. Use your gold to purchase the ones you like, but consider focusing on Heavy-class fighters. Some Belfort battles require you to bring two or three of them along.

REGIMENTAL CHALLENGE

CLASSIC BATTLE I	2 pts
CLASSIC BATTLE II	2 pts
CLASSIC BATTLE III	2 pts
CLASSIC BATTLE IV	3 pts
CLASSIC BATTLE V	3 pts
CLASSIC BATTLE VI	3 pts

The local regiment (a group of paid soldiers) is looking for someone to test its skills on, and lucky you, it's you! Archers and casters are forbidden throughout the challenge—it's just straight-up combat the old-fashioned way: painfully.

LEAGUE COMPLETION — 9 pts REWARD — 1 CUP

CLASSIC BATTLE I

You can bring as many as five gladiators with you into Classic Battle I, but you don't have to. If you bring fewer than your allotted number, it will keep things interesting and gain you the favor of the crowd. The first battle is fairly easy, so it's a good time to test the strategy.

CLASSIC BATTLE II

Valens
Move

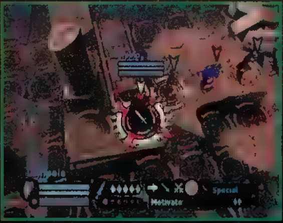
It's Medium and Heavy classes in Classic Battle II, so bring along your Light-class fighters and head for the highest point you can find. Try to put your back to the pillars so enemies can't catch you unawares.

CLASSIC BATTLE III

Stryer
Move
Strike

Place all of your characters on the right-hand side of the arena, then have them run for the blocks as soon as the fight starts. If you stay in the pit, you'll be mowed down in no time.

MORE TRICKS OF THE TRADE



Jehan
Attack
Spear Attack

A well-balanced school is important, although there are some obvious advantages to using the same kind of powerful attackers (such as the Peltast) over and over again. Use your special attack as soon as you are able—since your Attributes recharge, there's no point in saving them. And finally, consider having one gladiator who motivates your units (with an ability) every turn rather than fighting—the stat bonuses are worth it.

SHOP TILL YOU DROP

The Belfort store has nearly the same number of items as the Pirgos shop, but most of them are of a higher quality. You don't have a lot of gold to work with, so shop wisely.

Select an item to buy
Equipped
TYPE Heavy

Weapons are a top priority (they help in battle and add Affinity to the school), but they cost the most coin.

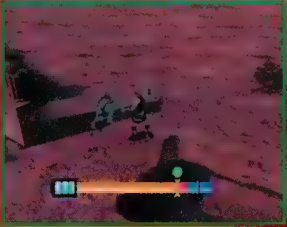
GLORY OF IMPERIA

ANCESTAN CHALLENGE	2 pts
BLOOD OF BOREAS	2 pts
FIRE IN THE GULLET	2 pts
YIELD TO NONE	2 pts
ONLY THE STRONG	2 pts
RETRIBUTION	2 pts

You must compete in this tournament and earn the Glory of Imperia badge before you can fight in the Belfort championship. Imperia is a scary conglomeration of monsters, magic users and beasts—be ready for anything. (Your popularity must be at five percent to enter the challenge).

LEAGUE COMPLETION – 8 pts REWARDS – 2 CUPS, GLORY OF IMPERIA BADGE

THE GLORY OF IMPERIA TOURNAMENT



The beasts rely on speed and brute strength, but many of the monsters have special skills or magic. Any magic users in your school will be welcome, as will long-range attackers. A school composed only of melee-fighting gladiators will quickly find itself overmatched.

BELFORT CHAMPIONSHIP

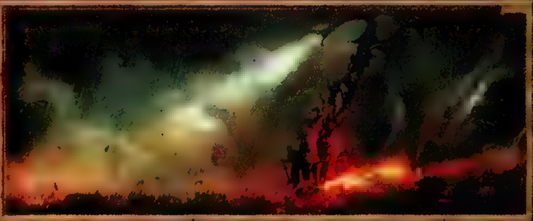
BEAST MASTERY	5 pts
BELFORT CONQUEST	5 pts
TOURNAMENT VICTORY	5 pts

REWARD – KEYS TO BELFORT

The Belfort Championship is composed of two battles—one against beasts and one against heavily armored fighters. Both are [illegible].

THE BELFORT CHAMPIONSHIP

In the Belfort Championship, concentrate on taking out all the [illegible] the other fighters. In the Beast Mastery battle, take out the Large Wolves first. If you eliminate the Small Wolves, they will reappear once the Large Wolves are gone.



URSULA'S STORY

Valens's tale is one of vengeance and honor, but Ursula is a much more mysterious figure. Hunted by witches from birth and blessed by misunderstood powers, she is a figure both feared and revered. Play her story to learn the full saga of Gladius!

Ursula goes into battle accompanied by her lumbering oaf of a brother. He provides a good deal of comic relief, as well as a heavy axe.

THE WAY OF THE WARRIOR IS YOUR WAY!

In many aspects, Gladius feels like a throwback to old-school strategy titles in which measured battles and hand-to-hand combat reigned over flash and dazzle. But that's not a knock by any means—the game is one of the purest fun experiences we've had in a while, and the attraction of a well-made GCN RPG is undeniable. If you like the thrill of battle, the chill of victory or any Charlton Heston movie from the 1950s, Gladius is definitely the game for you.

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Saving the Planet October 2003

EVERYONE E Mild Violence CONTENT RATED BY ESRB

www.JUSTICELEAGUE.[illegible]

GAME BOY ADVANCE MIDWAY

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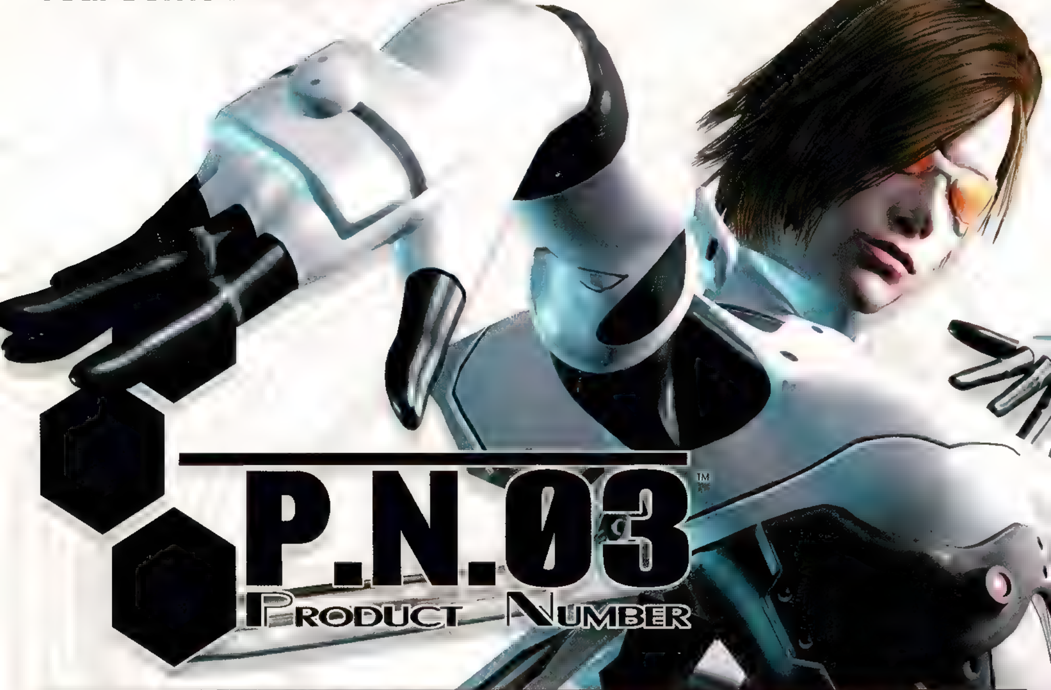
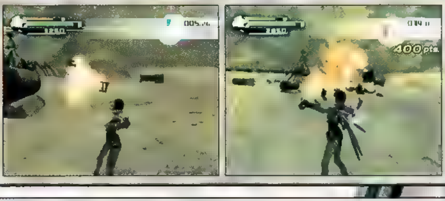
Vanessa Z. Schneider has a closet full of fearsome fashions.



P.N.03™
PRODUCT NUMBER

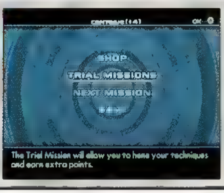
THESE SUITS WERE MADE FOR BLASTIN'

The heavily armored Aegis Suits of P.N. 03 represent the pinnacle of robo-slaying technology. They're catsuits that are flexible enough to allow Vanessa the freedom of movement she needs to bust the finest moves. Each of the 11 suits has distinct advantages, color and design. With so many suits to choose from, what's a girl to do?



SUPERSIZED COMBO

Shoot bots in quick succession to build up combos. Skillful players can shred an entire room of enemy bots in one massive combo. Use the bonus pay you earn through combos to buy new Aegis Suits and upgrades. The best suits are outrageously expensive. Start saving!



The Trial Mission will allow you to hone your techniques and earn extra points.

MISSIONS FOR MONEY

Work the training missions like a 9-to-5 job to earn points to spend on new suits and upgrades. Earn a fat bonus by completing all five trial missions for each level. If you're having a hard time with a level, play the trial missions until you've earned the money for big upgrades.

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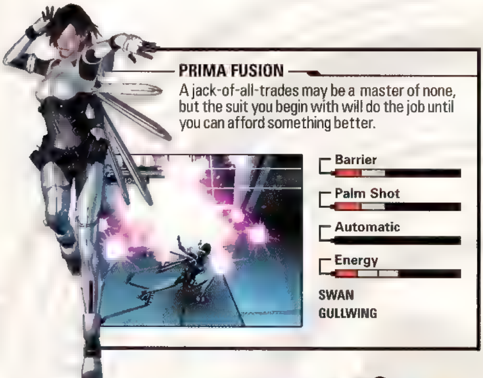
TEEN
T
CONTENT RATED BY
ESRB
Suggestive Themes
Violence

SO MANY SUITS, SO LITTLE TIME

Choosing the right suit to complement your playing style can be difficult. Take a moment to evaluate: If you like to charge in and fight aggressively, you'll want to choose an offensive Blazer suit. If you like to hang back and save your neck, choose a defensive Guardian suit. Or, if you want the flexibility to do either, choose a well-rounded Fusion suit.

PRIMA FUSION

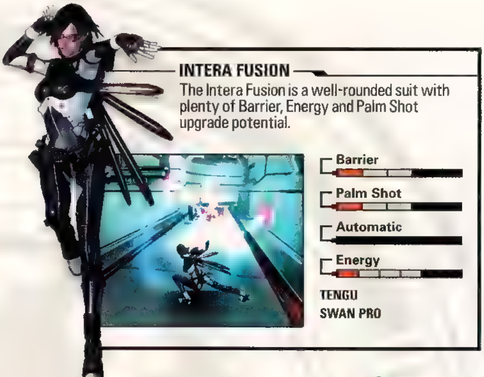
A jack-of-all-trades may be a master of none, but the suit you begin with will do the job until you can afford something better.


Barrier
Palm Shot
Automatic
Energy

SWAN
GULLWING

INTERA FUSION

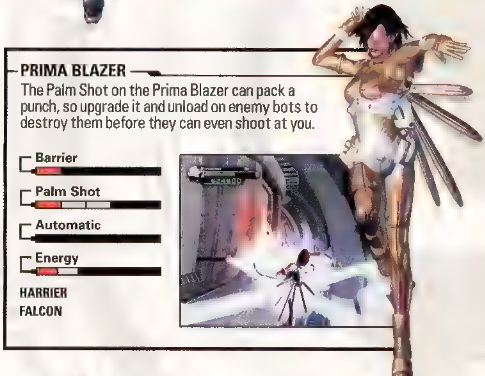
The Intera Fusion is a well-rounded suit with plenty of Barrier, Energy and Palm Shot upgrade potential.


Barrier
Palm Shot
Automatic
Energy

TENGU
SWAN PRO

PRIMA BLAZER

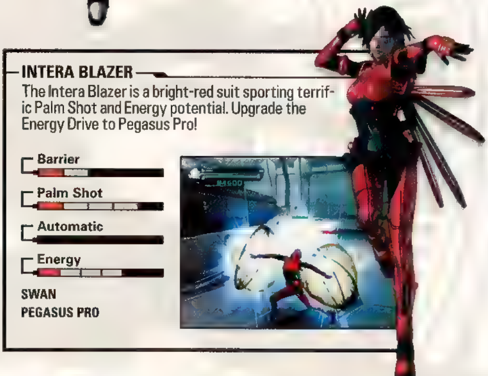
The Palm Shot on the Prima Blazer can pack a punch, so upgrade it and unload on enemy bots to destroy them before they can even shoot at you.


Barrier
Palm Shot
Automatic
Energy

HARRIER
FALCON

INTERA BLAZER

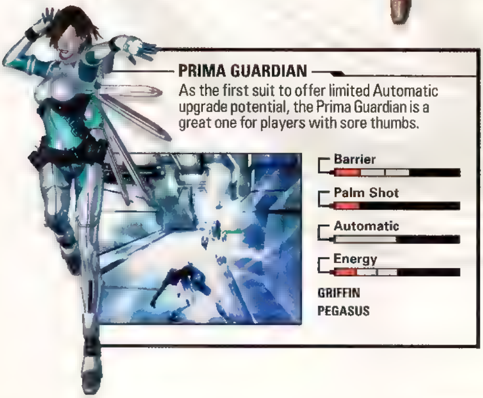
The Intera Blazer is a bright-red suit sporting terrific Palm Shot and Energy potential. Upgrade the Energy Drive to Pegasus Pro!


Barrier
Palm Shot
Automatic
Energy

SWAN
PEGASUS PRO

PRIMA GUARDIAN

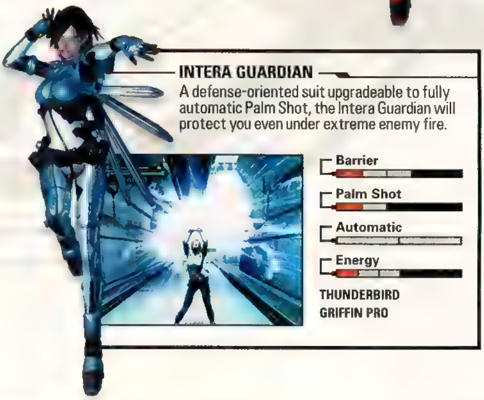
As the first suit to offer limited Automatic upgrade potential, the Prima Guardian is a great one for players with sore thumbs.


Barrier
Palm Shot
Automatic
Energy

GRIFFIN
PEGASUS

INTERA GUARDIAN

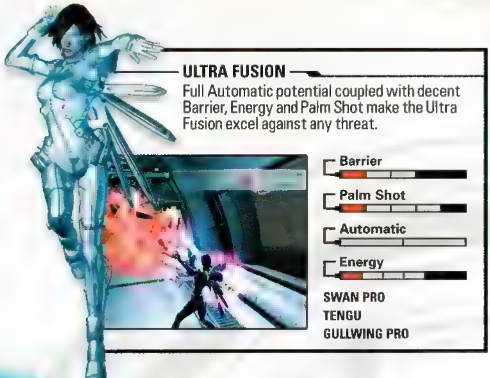
A defense-oriented suit upgradeable to fully automatic Palm Shot, the Intera Guardian will protect you even under extreme enemy fire.


Barrier
Palm Shot
Automatic
Energy

THUNDERBIRD
GRIFFIN PRO

ULTRA FUSION

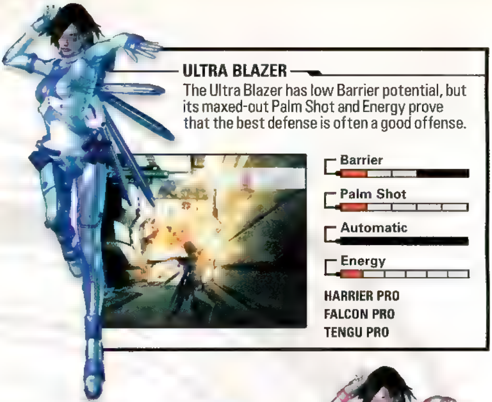
Full Automatic potential coupled with decent Barrier, Energy and Palm Shot make the Ultra Fusion excel against any threat.


Barrier
Palm Shot
Automatic
Energy

SWAN PRO
TENGU
GULLWING PRO

ULTRA BLAZER

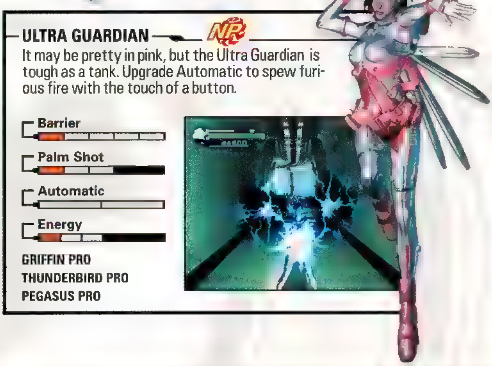
The Ultra Blazer has low Barrier potential, but its maxed-out Palm Shot and Energy prove that the best defense is often a good offense.


Barrier
Palm Shot
Automatic
Energy

HARRIER PRO
FALCON PRO
TENGU PRO

ULTRA GUARDIAN

It may be pretty in pink, but the Ultra Guardian is tough as a tank. Upgrade Automatic to spew furious fire with the touch of a button.


Barrier
Palm Shot
Automatic
Energy

GRIFFIN PRO
THUNDERBIRD PRO
PEGASUS PRO

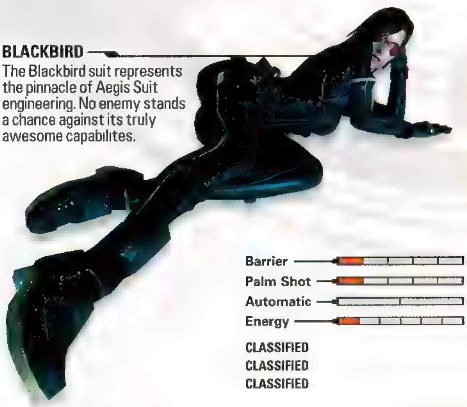
TOP-SECRET

AEGIS SUIT TECHNOLOGY

It's difficult to obtain clearance to access the most classified and high-tech suits, but those willing to make the effort will wield some serious firepower. You must win the game after having purchased all nine suits to unlock the unbelievably powerful Blackbird suit. Once you've obtained the Blackbird, clear all five trial missions for each level to unlock the provocative Papillon suit.

BLACKBIRD

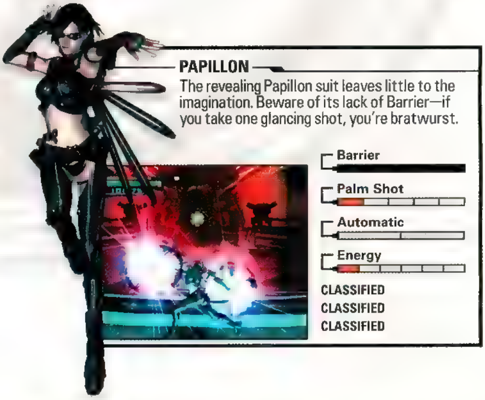
The Blackbird suit represents the pinnacle of Aegis Suit engineering. No enemy stands a chance against its truly awesome capabilites.


Barrier
Palm Shot
Automatic
Energy

CLASSIFIED
CLASSIFIED
CLASSIFIED

PAPILLON

The revealing Papillon suit leaves little to the imagination. Beware of its lack of Barrier—if you take one glancing shot, you're bratwurst.


Barrier
Palm Shot
Automatic
Energy

CLASSIFIED
CLASSIFIED
CLASSIFIED

AN INTERVIEW WITH VANESSA'S CREATOR

Vanessa Z. Schneider and her antirobot crusade are poised to make a deep impact on the console shooter genre. It takes careful planning and gallons of creative juices to bring an action-packed game like P.N. 03 from the drawing board to your Nintendo GameCube. Producer Hiroyuki Kobayashi answers our questions about game design, the development process and Vanessa's bright future.

NP: How did you arrive at the highly stylized design and appearance of P.N. 03?

HK: Mr. Mikami, the creator of Resident Evil and the man credited for the concept of P.N. 03, said he wanted an ultra-sterile white environment that was based on various sci-fi works.

NP: What kind of action hero did you have in mind when you created Vanessa?

HK: I wanted a cool and sexy mercenary with a tough exterior that hides her dark past.

NP: How did dance become a part of the game design?

HK: The direction we wanted to go with was that Vanessa must fight as if she were dancing; that her movements and attacks should be stylish. Her rhythmical movements were achieved through our designer's pursuit of artistic motions.

NP: Why did you decide to make all of the enemies robotic machines?

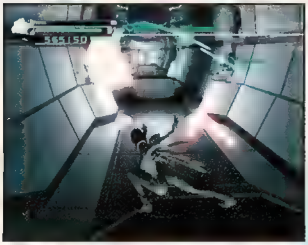
HK: Humans just don't transform quite as well as robots. We wanted to focus on the cool transformation aspect and really surprise the player with an enemy's "second form."

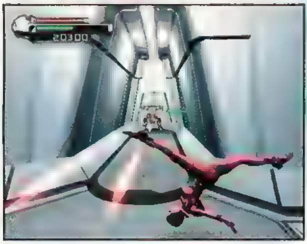
NP: Were there any elements that you wanted to include in the game but that didn't make it?

HK: Actually there were a few more mechs we wanted to include. Maybe next time . . .

NP: Can we expect to see more adventures featuring Vanessa, and would they involve a similar type of game experience to P.N. 03?

HK: That is something I am considering. Keep your eyes peeled.





ONWARD, BRAVE FREELANCER

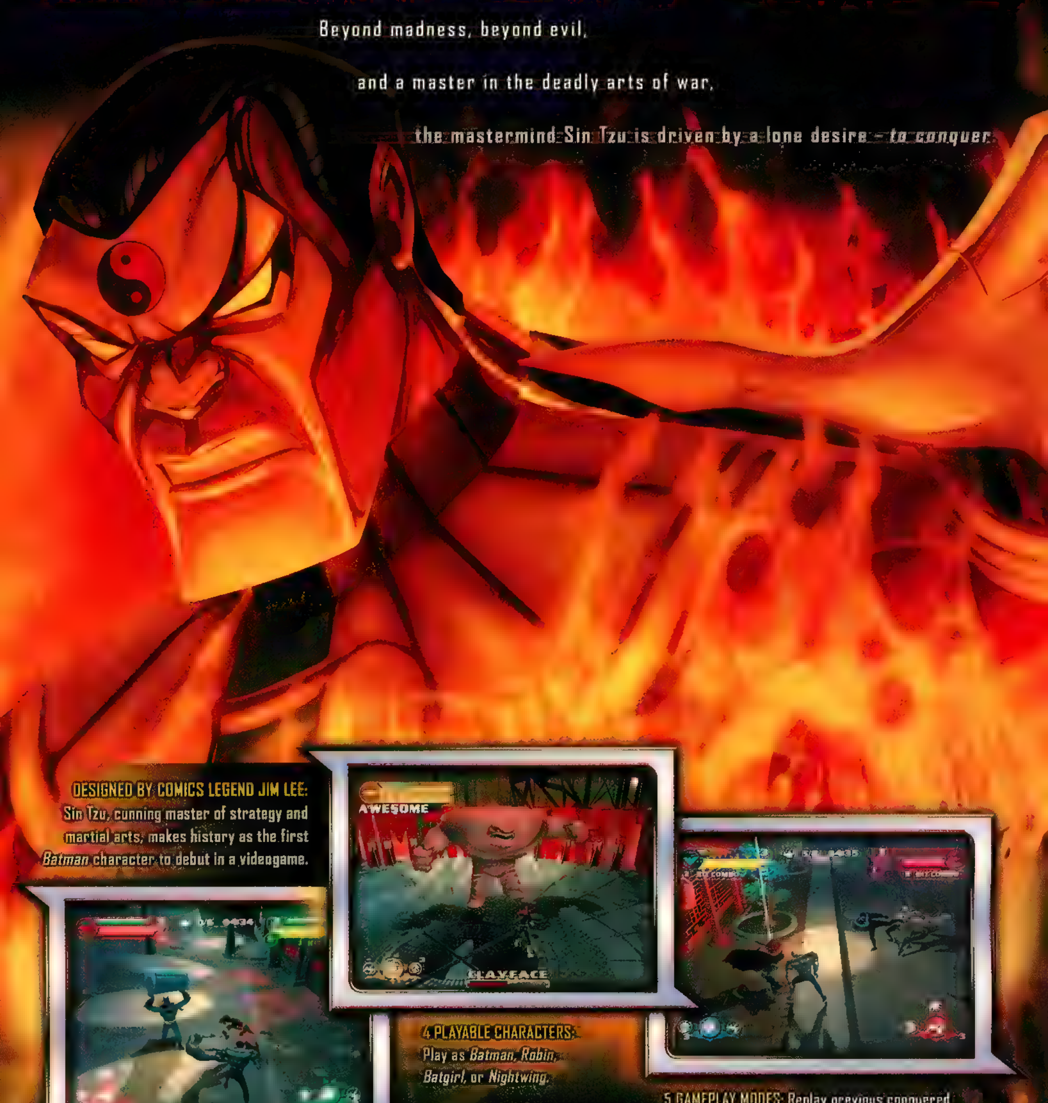
Now that you're familiar with the finer points of each of the high-performance catsuits hanging in your closet, it's time for you to bring the hurt to CAMS. The menace responsible for your parents' death is still a danger to the colonial planet you have been hired to protect. For Vanessa, money is always a motivation, but this time the job is personal.

GOTHAM CITY HAS A

Beyond madness, beyond evil,

and a master in the deadly arts of war,

the mastermind Sin Tzu is driven by a lone desire – *to conquer.*



DESIGNED BY COMICS LEGEND JIM LEE: Sin Tzu, cunning master of strategy and martial arts, makes history as the first *Batman* character to debut in a videogame.

4 PLAYABLE CHARACTERS: Play as *Batman*, *Robin*, *Batgirl*, or *Nightwing*.

5 GAMEPLAY MODES: Replay previous conquered levels to beat your previous score or go up against a friend in Survival of the Fittest or Token Monger multiplayer game modes.

2-PLAYER COOPERATIVE GAMEPLAY: Play solo or recruit a friend to defend *Gotham City* from the new rising evil.

DISCOVER THE ORIGIN OF SIN TZU AT:
BATMANRISEOFSINTZU.UBI.COM

GAME STORY BY FLINT DILLE

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TEEN
Violence
CONTENT RATED BY ESRB
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Kirby AIR RIDE™

KIRBY SETS THE RACING CIRCUIT ABLAZE IN HIS GENRE-DEFYING GCN BREAKOUT—A SURE SMASH FOR GAMERS WHO LOVE MANIC COMPETITION.

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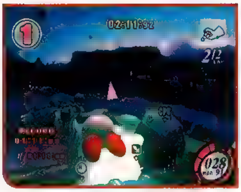
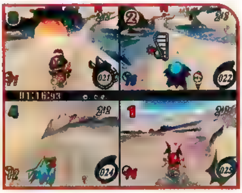
KIRBY ACTION—CUBED!

Though Kirby stood shoulder-to-shoulder with his foes in his GCN debut, Super Smash Bros. Melee, he stands apart from the crowd in his first GCN solo outing. Developed by the same team, Kirby—Air Ride has echoes of SSBM's game play (pick-up-and-play action with hundreds of objectives and dozens of unlockables) but features an entirely new racing style that merges ground- and flight-based racing, then splices in Kirby's DNA to ensure that you can wreak havoc on Kirby's terms. Kirby—Air Ride contains three modes, all addictive in single-player jaunts. But Kirby's star truly shines in multiplayer matches—it even has an *additional* LAN-based multiplayer option for those who'd like to network interconnected GCNs and TVs. Kirby—Air Ride couldn't possibly pack in more play!

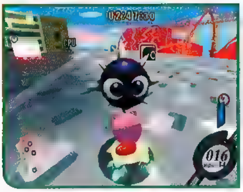
Air Ride

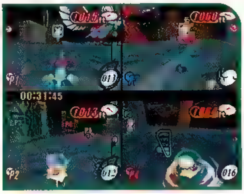




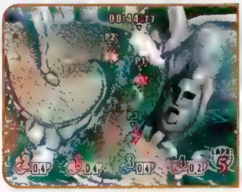
In Air Ride, you'll tackle one of many courses in third-person perspective, racing and gliding against four opponents in either single- or multiplayer mode.

City Trial





City Trial adds to the Air Ride dynamic by sending you into a huge city to assemble the perfect vehicle—which you can use in dozens of random challenges!

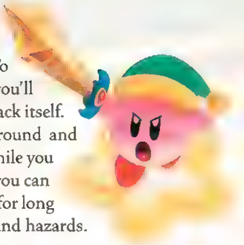


Top Ride

Top Ride takes another perspective on Air Ride machine races. You'll see the whole course at once—in both single- and multiplayer modes—which opens different possibilities for bashing foes.

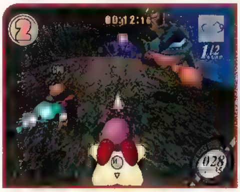
Air Ride

If you don't glide, you won't ride to victory. To get ahead of your competitors in Air Ride, you'll have to hit the sky just as hard as you hit the track itself. Air Ride machines hover slightly above the ground and take to the air easily—if you can find a spot from which to launch yourself. So while you fight for elbow room on the ground, you'll desperately scan for landscape features that you can turn into launch platforms. If you grab air, you can get a fleeting edge on foes by gliding for long distances. If you don't, you'll suffer even more punishment from earthbound enemies and hazards.

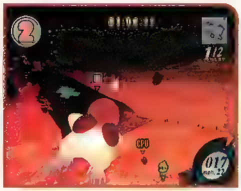


MIND-BENDING COURSES

Air Ride demands that you think about racing in a whole new way: When you're on the ground, are foes gaining on you because they've found a way into the air? When you're gliding, are competitors speeding ahead because they've discovered a speedy surface feature? Air Ride's courses cover a world of possibilities.



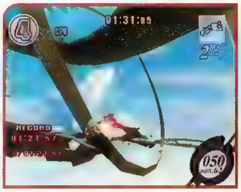
In Celestial Valley, you'll split your time between the ground and the air as you speed through twists.



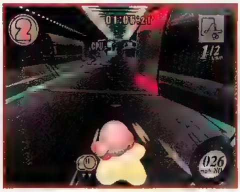
In Magma Flows, you'll fight tooth and nail for every advantage on the track and in the sky.

FLORA, FAUNA AND FRANTIC VISTAS

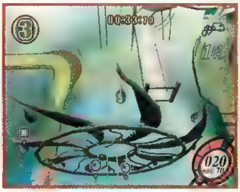
Kirby's world has always been the amazing product of an overactive imagination. In Air Ride, the wild vision spills onto the courses, where you'll face quite a challenge separating helpful objects from hazards—it's all so stunning.



Kirby can grind rails, such as those in Beanstalk Park. Rails often provide breakneck shortcuts.



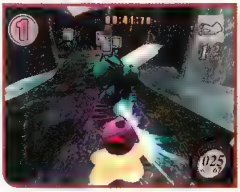
Machine Passage holds many industrial obstacles, like corridor flippers that lash out at passersby.



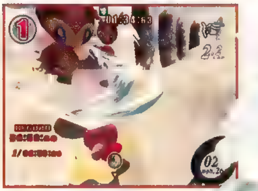
Some far-fetched landscape features, such as Beanstalk Park's weird Ferris wheel, can either help or hinder you.

AVOID ENEMIES ON THE TRACKS . . .

As you watch out for your competitors, you'll need to keep an eye on the creatures that crowd the tracks. Many have abilities that can make the going rough, whether by blasting you, blocking your way or siphoning your speed.



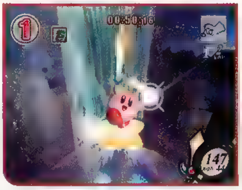
If you brush against a sword-wielding knight, it'll whack you repeatedly and you'll lose speed with each hit!



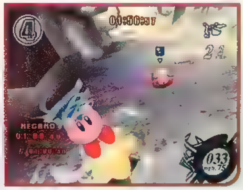
Steer clear of the spinning creatures that loiter on the courses, or you'll be thrown high into the air.

. . . OR COPY ABILITIES & CONQUER!

When Kirby inhales an enemy that doesn't have a special ability, he'll spit out a star that will fly toward a nearby foe. If an inhaled enemy does have an ability, Kirby will gain it temporarily. Getting ahead on the tracks is often a matter of knowing when to copy a certain ability!



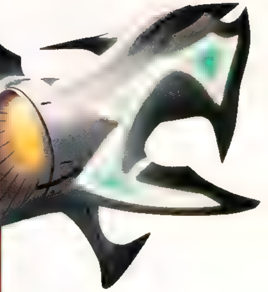
When Kirby copies the knight's ability, he'll wield a speed-siphoning sword that smacks nearby foes.

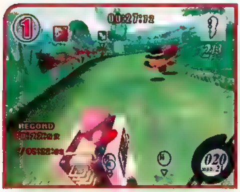


After he absorbs a spinning critter's ability, Kirby can unleash a whirlwind of chaos on the track.

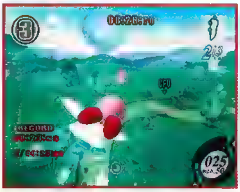
BEYOND THE WARPSTAR

When you first play Air Ride, you'll have only the (well-balanced) Warpstar. But as you complete Air Ride's 120 objectives—like landing first place in Magma Flows after grinding every one of its volcano rails—you'll unlock more vehicles. Some excel at gaining speed or taking corners on the ground; others glide for longer distances; and others are simply bizarre. In your quest to complete all objectives, you'll probably use every vehicle—especially the strangest ones, which prove surprisingly useful in certain situations. You can also unlock other characters, which use specific Air Ride machines. If you play as one of them, Kirby won't be able to absorb abilities; however, it'll have its own permanent ability.

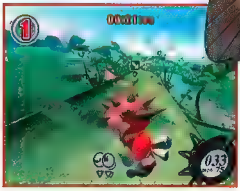




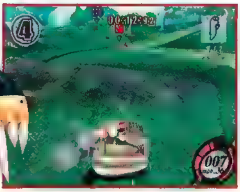
The Wagon Star can glide only briefly, but it maintains a constant speed and corners well.



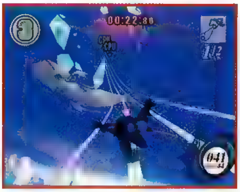
The Winged Star lets you get off the ground easily and glide to heights that the other machines can't.



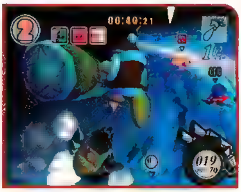
The one-wheeled Wheelie Bike can turn on a dime, though its steering can be a little hard to handle.



Most vehicles move forward automatically, but you'll need to hold the A Button to fuel up the Bulk Star, which then chugs along—it's an odd choice.



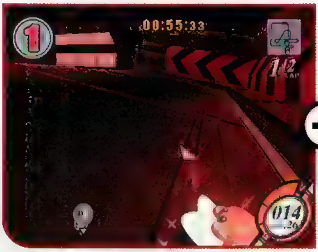
Playing as the winged Meta Knight lets you glide with ease and use a speed-stealing power like Sword Kirby's all the time!



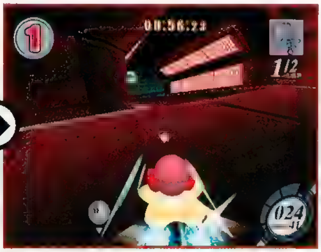
When you play as King Dedede, you'll wield a massive mallet that automatically hits anyone nearby. You'll also ride a feisty cycle.

GAINING SPEED AND TURNING CORNERS

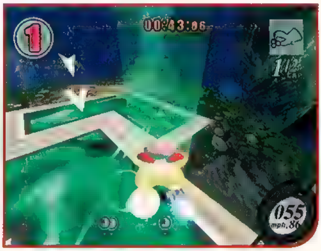
Air Ride machines don't handle like any other video-game vehicles—they move forward automatically, which releases players from the chore of holding down an acceleration button for the duration of a race. You'll instead mash the A Button to grab speed where you can. Hit the A Button precisely when you cross a green pad to rocket for a moment. For each enemy that you destroy or challenger that you strike, you'll get a wee increase in speed. But if you collide with a wall you'll lose speed. You can also use Star Drafting—riding directly behind another competitor to use his wake—to pump up your velocity. An Air Ride machine's most innovative feature, however, helps drivers slingshot around tight corners using Boost power.



To use Boost power, you'll hold down the A Button while skidding around a sharp turn as the Boost meter in the lower-right corner powers up.



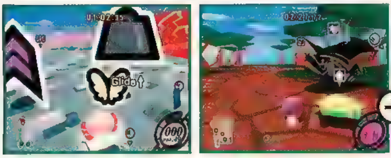
Before you hit the wall, you'll release the A Button to unleash its charge. If you time your skid, charge up and release just right, you'll burn rubber.



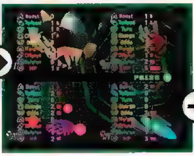
The green pads are an integral part of every course. If you don't exploit the majority of the pads, you'll fall behind the pack quickly.

City Trial

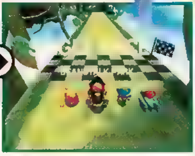
Though Kirby—Air Ride features three main play modes, the two-part City Trial mode ends with one of dozens of unlockable challenges—so the game feels even larger. In the first half of City Trial, you'll race around a gigantic, fantastic city to build the ideal vehicle to use in a random challenge that happens after you've reached the time limit. The more of City Trial's 120 objectives you complete, the larger the pool of random challenges becomes, making vehicle prep work all the more difficult!



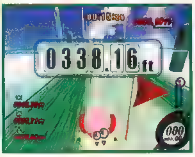
To assemble your unique Air Ride machine, you'll roam the city in search of power-ups that will improve your vehicle's attributes. You can also hop off of the vehicle you're building if you find an Air Ride machine that you like better.



You won't know the final result of your foraging until time expires. Then you'll see your customized vehicle just before you face one of the random challenges.



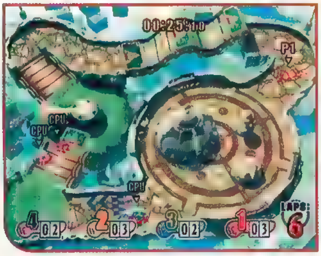
The challenges vary widely. You might take a quick one-lap race on a course that you've already seen in Air Ride mode.



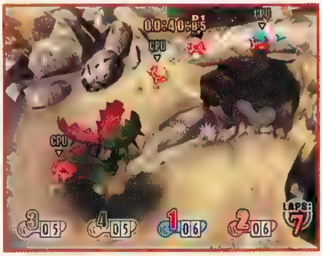
Other challenges are unique to City Trial, such as racing down a slope to get the most air time off of its ramp.

Top Ride

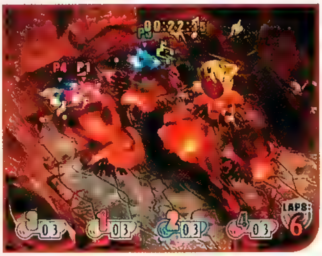
Who doesn't like to crush ants? In Top Ride, you'll see races from above, which lets you keep an eye on all foes at once—the easier to smash them. You can't use Kirby's copy ability, but you can collect vehicle power-ups like mining drills and hammers. Top Ride's 120 objectives focus mostly on multiplayer tasks. Good thing it has the funniest multiplayer mode of the three games!



On the Sky course, you'll bounce across an elastic bridge and through a carousel that puts an evil spin on those who think they're getting ahead.



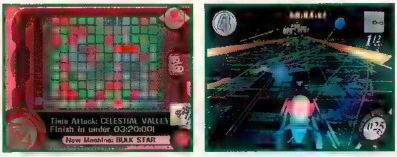
The huge flytrap on the Sand course thinks that Air Ride machines are sweet. It'll swallow vehicles and spit them in random directions.



On the Fire course, you'll veer around sudden lava spills and seek out the steam bursts that blast you over walls as a shortcut.

RIGHT BACK AT YA!

When Kirby—Air Ride swoops into stores on October 13, it'll join Super Smash Bros. Melee as a genre-busting breakthrough. With 360 objectives spread across Kirby—Air Ride's three modes, the title has a shocking level of depth and challenge. We're sure that we'll be striving to eat three or more plates of sushi in City Trial for months to come. (Don't ask.) Next month, we'll have full strategy coverage of one of the most surprising games of the year!



Time Attack: CELESTIAL VALLEY
Finish in under 03:20:00!
New Machine: BULK STAR

Each of the three game modes has a grid that helps you track the status of 120 objectives. Completing some of them unlocks cool features, like the Nebula Belt course in Air Ride!

Air Ride-in-Style
Episode 1

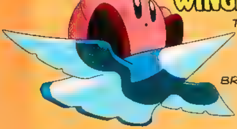
Kirby™ Right Back at Ya!

ON OCTOBER 13, KIRBY—AIR RIDE WILL TEAR UP THE SKIES WITH NEW ACTION FOR THE PINK POWERHOUSE. WE'VE GOT A SNEAK PREVIEW OF FALL TV EPISODES THAT WILL REVEAL THE GAME'S BACK STORY!

TUNE INTO FOX BOX & WATCH ALL NEW EPISODES!

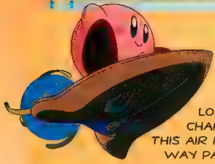
Air Ride Machines

KIRBY'S WARPSTAR ISN'T THE ONLY AIR RIDE MACHINE ON THE BLOCK, AS YOU'RE ABOUT TO FIND OUT! THE WARPSTAR IS A BALANCED VEHICLE--SPEEDS WELL ON THE GROUND, SOARS NICELY THROUGH THE AIR--BUT OTHER AIR RIDE MACHINES HAVE THEIR OWN STRENGTHS!



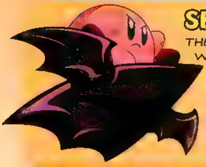
WINGED STAR!

THOUGH IT'S A REAL DRAG ON THE GROUND, THE WINGED STAR IS BRILLIANT IN THE AIR, ABLE TO SOAR INCREDIBLY LONG DISTANCES!



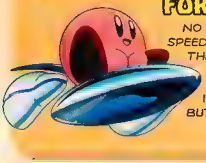
ROCKET STAR!

THE ROCKET STAR IS ALWAYS LAST OUT OF THE GATE BECAUSE IT MUST POWER UP THE LONGEST. BUT WHEN IT'S CHARGED UP, WATCH OUT–THIS AIR RIDE MACHINE BLASTS WAY PAST THE COMPETITION!



SHADOW STAR!

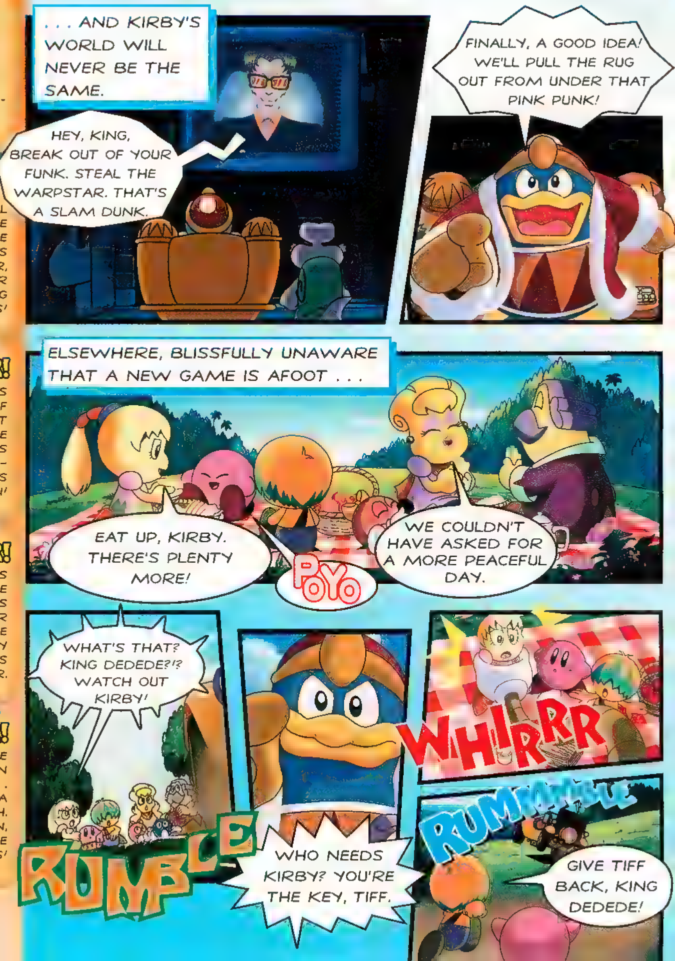
THE SHADOW STAR IS AS WELL BALANCED AS THE WARPSTAR, BUT IT'S A REAL MEAN VIPER ON THE TRACK, ABLE TO STRIKE NEARBY OPPONENTS WITH ITS DARK POWER.

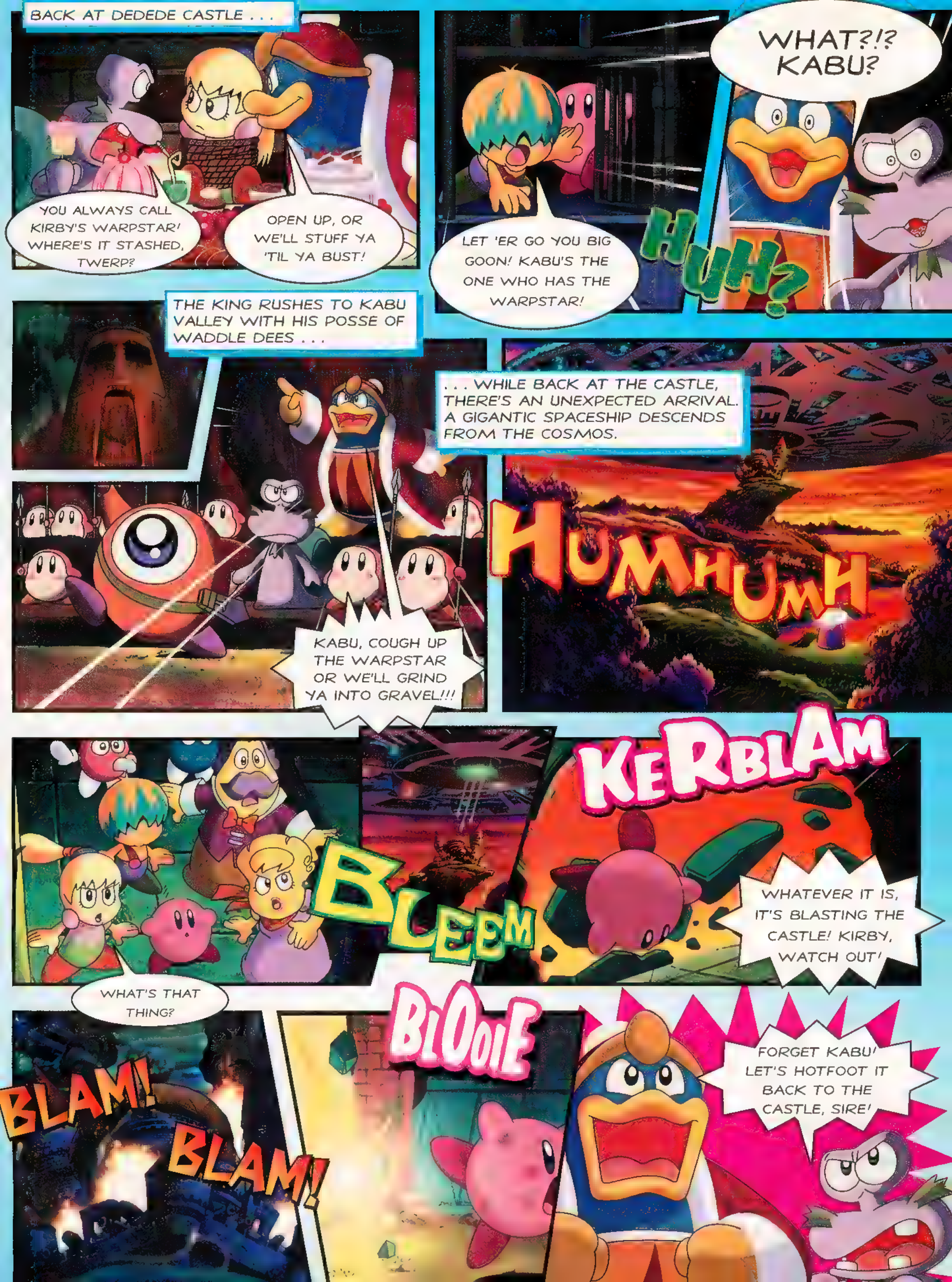


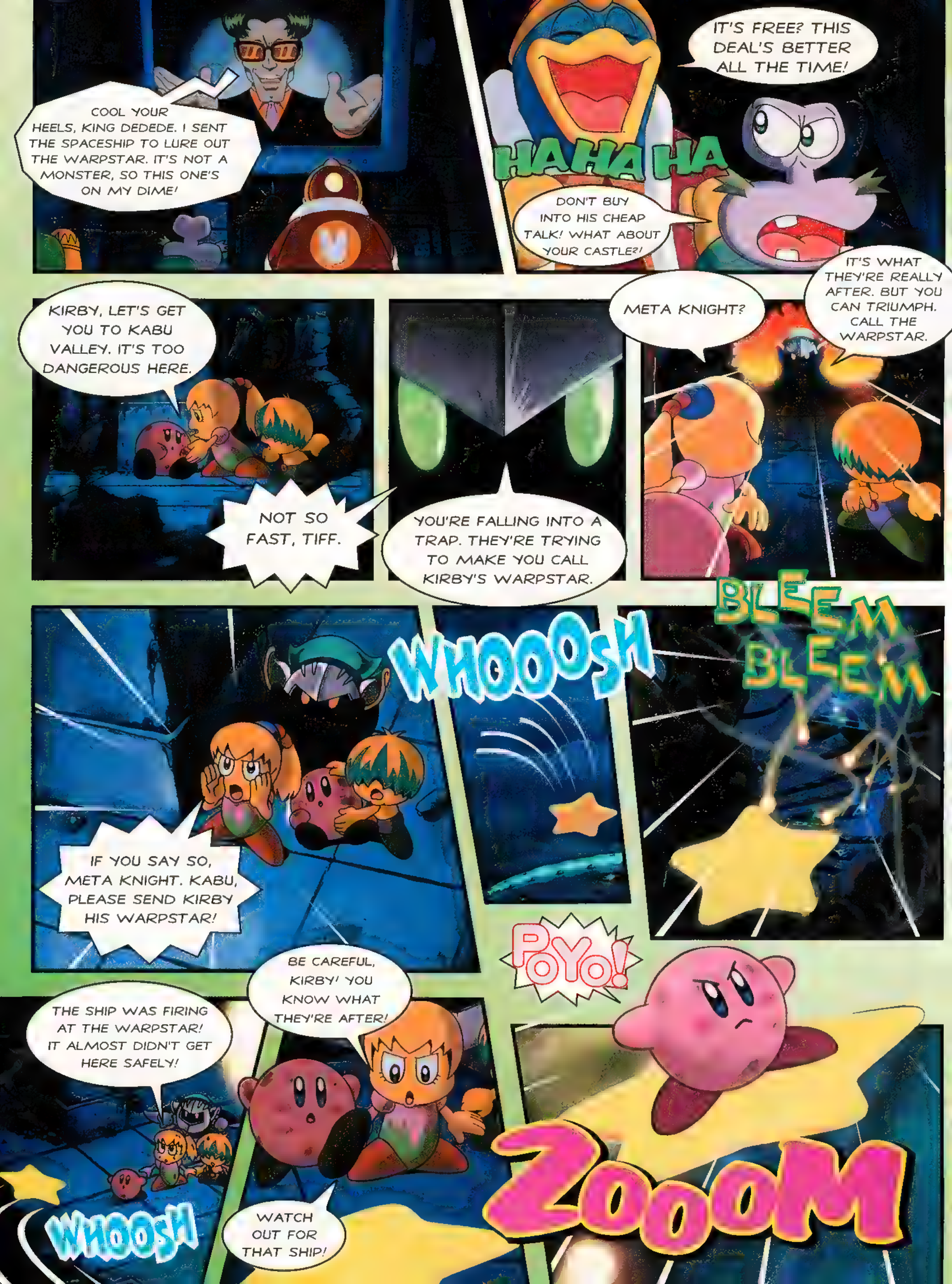
FORMULA STAR!

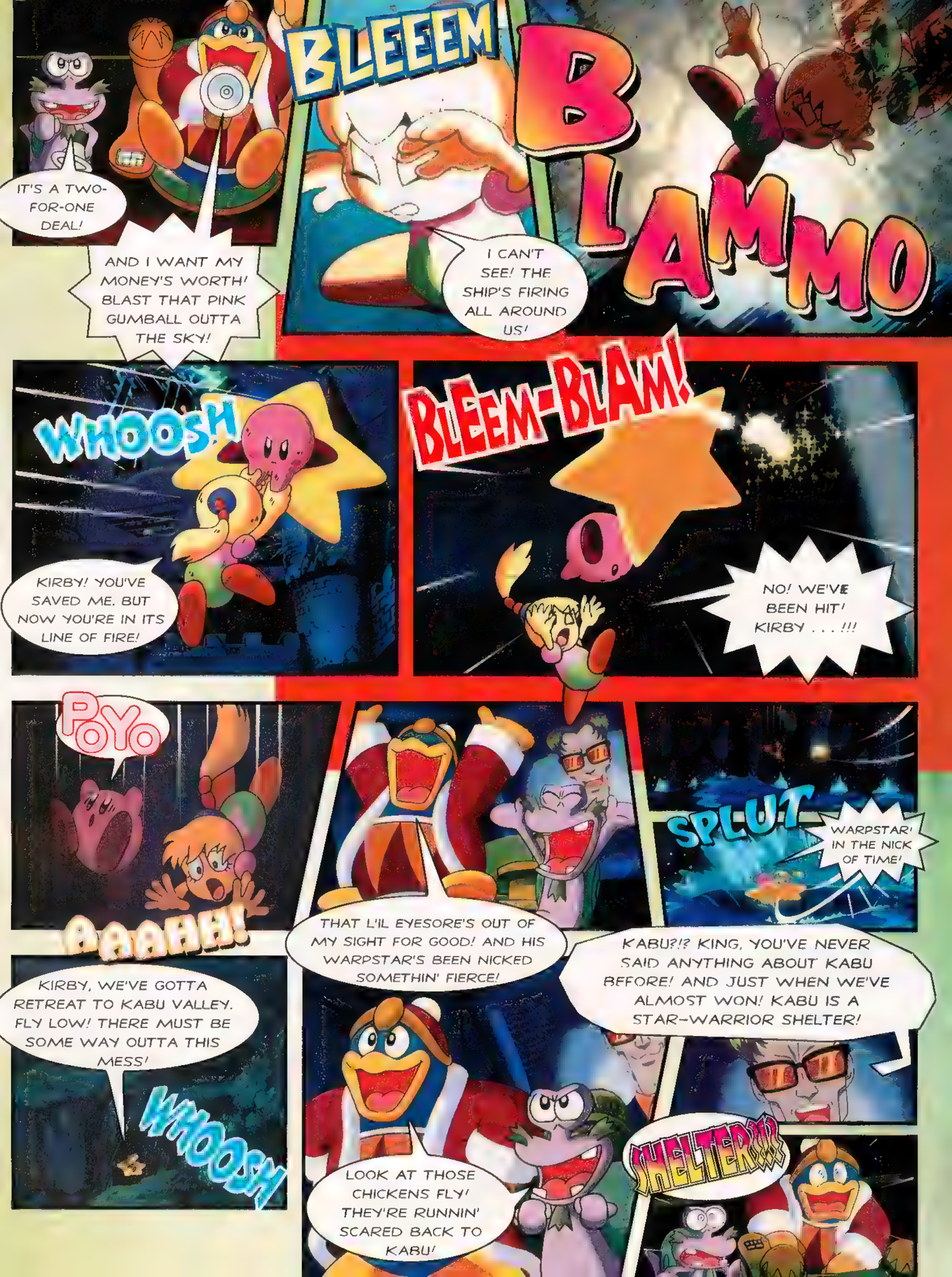
NO VEHICLE BREAKS THE SPEED LIMIT FASTER THAN THE FORMULA STAR . . . BUT ONLY ON A STRAIGHT STRETCH. IT CAN BARELY TURN, BUT IT CAN ACCELERATE TO INSANE SPEEDS!

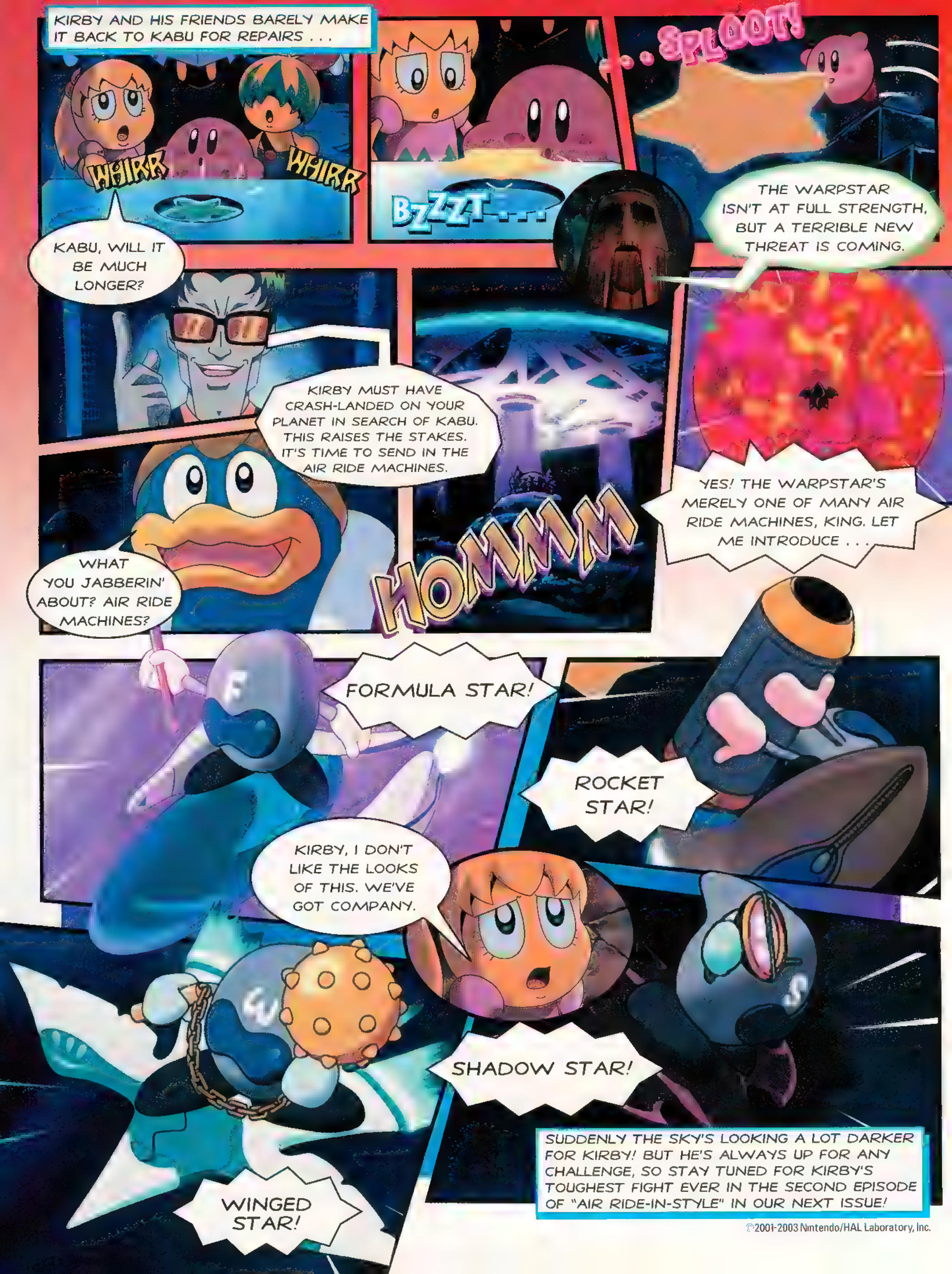
NO MATTER WHAT KING DEDEDE HAS THROWN AT HIM, KIRBY HAS CRUSHED THE COMPETITION EVERY TIME. THE KING'S LOST INTEREST IN BLOWING CASH ON MORE MONSTERS. BUT THE N.M.E. SALES GUY HAS A NEW PITCH . . .


. . . AND KIRBY'S WORLD WILL NEVER BE THE SAME.
HEY, KING, BREAK OUT OF YOUR FUNK. STEAL THE WARPSTAR. THAT'S A SLAM DUNK.
FINALLY, A GOOD IDEA! WE'LL PULL THE RUG OUT FROM UNDER THAT PINK PUNK!
ELSEWHERE, BLISSFULLY UNAWARE THAT A NEW GAME IS AFOOT . . .
EAT UP, KIRBY. THERE'S PLENTY MORE!
POYO
WE COULDN'T HAVE ASKED FOR A MORE PEACEFUL DAY.
WHAT'S THAT? KING DEDEDE?!? WATCH OUT KIRBY!
RUMBLE
WHO NEEDS KIRBY? YOU'RE THE KEY, TIFF.
WHIRRR
RUMBLE
GIVE TIFF BACK, KING DEDEDE!


BACK AT DEDEDE CASTLE . . .
YOU ALWAYS CALL KIRBY'S WARPSTAR! WHERE'S IT STASHED, TWERP?
OPEN UP, OR WE'LL STUFF YA 'TIL YA BUST!
LET 'ER GO YOU BIG GOON! KABU'S THE ONE WHO HAS THE WARPSTAR!
HUH?
WHAT?!? KABU?
THE KING RUSHES TO KABU VALLEY WITH HIS POSSE OF WADDLE DEES . . .
KABU, COUGH UP THE WARPSTAR OR WE'LL GRIND YA INTO GRAVEL!!!
. . . WHILE BACK AT THE CASTLE, THERE'S AN UNEXPECTED ARRIVAL. A GIGANTIC SPACESHIP DESCENDS FROM THE COSMOS.
HUMHUMH
BLEEM
WHAT'S THAT THING?
KERBLAM
WHATEVER IT IS, IT'S BLASTING THE CASTLE! KIRBY, WATCH OUT!
BLAM! BLAM!
BLOOIE
FORGET KABU! LET'S HOTFOOT IT BACK TO THE CASTLE, SIRE!


COOL YOUR HEELS, KING DEDEDE. I SENT THE SPACESHIP TO LURE OUT THE WARPSTAR. IT'S NOT A MONSTER, SO THIS ONE'S ON MY DIME!
IT'S FREE? THIS DEAL'S BETTER ALL THE TIME!
HAHAHA
DON'T BUY INTO HIS CHEAP TALK! WHAT ABOUT YOUR CASTLE?!
KIRBY, LET'S GET YOU TO KABU VALLEY. IT'S TOO DANGEROUS HERE.
NOT SO FAST, TIFF.
YOU'RE FALLING INTO A TRAP. THEY'RE TRYING TO MAKE YOU CALL KIRBY'S WARPSTAR.
META KNIGHT?
IT'S WHAT THEY'RE REALLY AFTER. BUT YOU CAN TRIUMPH. CALL THE WARPSTAR.
IF YOU SAY SO, META KNIGHT. KABU, PLEASE SEND KIRBY HIS WARPSTAR!
WHOOOSH
BLEEM BLEEM
POYO!
THE SHIP WAS FIRING AT THE WARPSTAR! IT ALMOST DIDN'T GET HERE SAFELY!
BE CAREFUL, KIRBY! YOU KNOW WHAT THEY'RE AFTER!
WHOOSH
WATCH OUT FOR THAT SHIP!
ZOOOM


IT'S A TWO-FOR-ONE DEAL!
AND I WANT MY MONEY'S WORTH! BLAST THAT PINK GUMBALL OUTTA THE SKY!
BLEEEM
I CAN'T SEE! THE SHIP'S FIRING ALL AROUND US!
BLAMMO
WHOOSH
KIRBY! YOU'VE SAVED ME. BUT NOW YOU'RE IN ITS LINE OF FIRE!
BLEEM-BLAM!
NO! WE'VE BEEN HIT! KIRBY . . . !!!
POYO
AAAAHH!
THAT L'IL EYESORE'S OUT OF MY SIGHT FOR GOOD! AND HIS WARPSTAR'S BEEN NICKED SOMETHIN' FIERCE!
SPLUT
WARPSTAR! IN THE NICK OF TIME!
KIRBY, WE'VE GOTTA RETREAT TO KABU VALLEY. FLY LOW! THERE MUST BE SOME WAY OUTTA THIS MESS!
WHOOSH
KABU?!? KING, YOU'VE NEVER SAID ANYTHING ABOUT KABU BEFORE! AND JUST WHEN WE'VE ALMOST WON! KABU IS A STAR-WARRIOR SHELTER!
LOOK AT THOSE CHICKENS FLY! THEY'RE RUNNIN' SCARED BACK TO KABU!
SHELTER?!?


KIRBY AND HIS FRIENDS BARELY MAKE IT BACK TO KABU FOR REPAIRS . . .
WHIRR
WHIRR
KABU, WILL IT BE MUCH LONGER?
BZZZT . . .
. . . SPLOOT!
THE WARPSTAR ISN'T AT FULL STRENGTH, BUT A TERRIBLE NEW THREAT IS COMING.
KIRBY MUST HAVE CRASH-LANDED ON YOUR PLANET IN SEARCH OF KABU. THIS RAISES THE STAKES. IT'S TIME TO SEND IN THE AIR RIDE MACHINES.
YES! THE WARPSTAR'S MERELY ONE OF MANY AIR RIDE MACHINES, KING. LET ME INTRODUCE . . .
WHAT YOU JABBERIN' ABOUT? AIR RIDE MACHINES?
HOMMM
F
FORMULA STAR!
ROCKET STAR!
KIRBY, I DON'T LIKE THE LOOKS OF THIS. WE'VE GOT COMPANY.
W
S
SHADOW STAR!
WINGED STAR!
SUDDENLY THE SKY'S LOOKING A LOT DARKER FOR KIRBY! BUT HE'S ALWAYS UP FOR ANY CHALLENGE, SO STAY TUNED FOR KIRBY'S TOUGHEST FIGHT EVER IN THE SECOND EPISODE OF "AIR RIDE-IN-STYLE" IN OUR NEXT ISSUE!

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Neopets are magically appearing on cards you can collect and play with!
Gather your favourite Neopets!
Challenge your friends!
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VILLAIN | KACHEEK | AIR
To play this, you need an Air Neopet.
When this Villain loses a contest, untap all of its rivals and the player who defeated it draws a card.
"Everything is a game. A vile, evil, delightful game."
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EA SPORTS
TIGER WOODS PGA TOUR 2004

TIGER'S NEW GAME IS SO BIG, IT NEEDS TWO GCN DISCS! TEE UP WITH NP AS WE TAKE YOU THROUGH NINE HOLES OF THE BEST THAT TIGER WOODS PGA TOUR 2004 HAS TO OFFER.

1 BE THE BALL

The GCN has a golf game to please everyone. [illegible] Tiger Woods PGA Tour 2004 offers a very [illegible] Woods is all business. The number of [illegible] polished game-play engine, stunning graphics [illegible]

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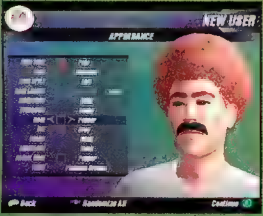
2 LOOKING GOOD!

The EA Sports Game Face option is a stunning example of a create-a-player mode. [illegible]


NEW USER
APPEARANCE
Back
Randomize All
Continue

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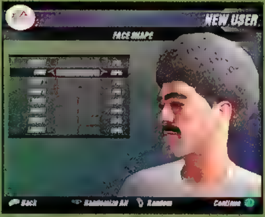
NEW USER
FACE SHAPE
Back
Randomize All
Random
Continue

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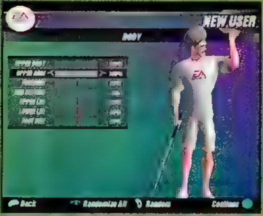
NEW USER
BODY
Back
Randomize All
Random
Continue

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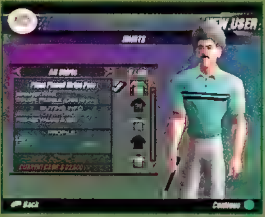
NEW USER
SHIRTS
Back
Continue

[illegible] plete, it's time [illegible] utfit. There are hundreds [illegible] ons — all with that golf- [illegible]

[illegible]

APPEARANCE
FACE SHAPE

Jim Catechi's alter ego, Ace Cat, is constantly playing out of trouble. His skill with the blade is undeniable.

APPEARANCE
FACE SHAPE

[illegible]

APPEARANCE
FACE SHAPE

[illegible]

3 YOUR TOUR CARD

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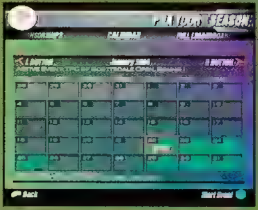

PGA TOUR SEASON
CALENDAR
Back

SINGH
3RD SHOT

4 ARCADE-IA

Arcade mode presents a plethora of options—all of them available as multiplayer matches. Battle Golf, for example, lets you remove a club from your opponent's bag when you take a hole, while Skillzone is a collection of skill-based games such as Capture the Flag.

Speed Golf works like a regular match, except the player with the lowest time will earn a big bonus in his or her score.

Skillzone is a collection of games. Try lining the ball in the pin or by playing a round of T.I.G.E.R.—a variant on the old H.O.R.S.E. basketball game.

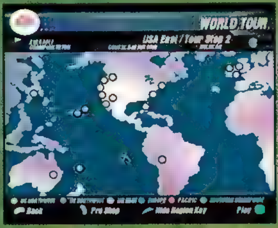
5 LAY IT UP

There are 30 unique challenges in Scenario mode. You may have to make eagle on a series of tough holes, come back from a bad front nine to win a championship or even save par on a course where the wind is blowing like crazy.

The Rainy Links challenge requires that you save par during a tropical monsoon. Slog through the water and storm your way to victory.

6 GOLF AROUND THE WORLD

In World Tour Mode, you can pit your custom golfer against the best in the world. The one-on-one battles take place on courses across the world and feature some of the biggest names in golf—including John Daly, Jim Furyk, Vijay Singh and, of course, Tiger Woods. In addition to the professional golfers, you can match up against special golfers EA Sports created just for the game. When you beat a golfer in the World Tour you will also unlock him so that he can play in other modes.



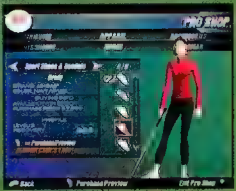
Fly around the world to challenge the best. Each tournament is a 9- or 18-hole Match Play game.

BIRDIE
REPLAY

When you win, you'll earn money (usually $50,000 or more) to spend on your golfer in the pro shop.

7 ENTER THE PRO SHOP

The pro shop is the place to upgrade your created golfer. The best option is to upgrade his or her stats in one of 10 areas such as Driving, Accuracy, Putting or Luck. If you don't feel like bumping up your stats, you can purchase new clothes, accessories and equipment. Many of the clubs are based on real-life models, and all will help your game in one way or another. If you play well enough to get a sponsor, you will unlock new equipment made by the company.



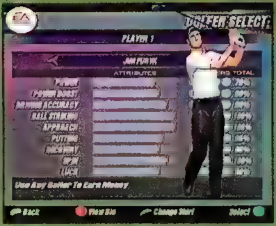
There are more than 100 items just waiting for you to purchase them.

ITEM PREVIEW
GO BACK
Continue

The take lots of forms: a shopping list that includes hats, watches, golf shades, new club grips, shoes, pants—almost anything you can think of.

8 THE SWEET STROKE

Hitting the links couldn't be easier, thanks to EA's intuitive control scheme. When you're ready to hit the ball, you'll select a club with the L and R Buttons. The B Button will change the type of shot (full-swing, punch, flop, etc.) while the X Button zooms the camera down the course. You swing by pressing backward and forward on the Control Stick with a smooth motion. Once the ball is in flight, you can add spin with [illegible]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Select

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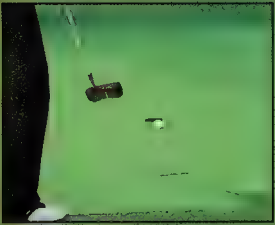

[illegible]

9 BEAUTY IS NO BEAST

The graphics and sound in Tiger Woods are simply spectacular. Your golfer will react to good shots by pumping his or her fist or dancing around, and cry with dismay when a putt falls inches short of the cup. The courses are also sights to behold—each one is a spot-on replication of its real-world counterpart, and you may even see [illegible] ground. To top it all off, you'll hear the crowd cheer and groan, and [illegible] and other outdoor sounds.

Each course has its own kind of beauty. And, of course, you can create golfers with a beauty of their own. Um . . . better make that an *inner* beauty.

LET THE BIG DOG EAT!

[illegible] retirees, but its popularity has soared in the past decade—due in large part to the success of Tiger Woods. EA's latest Tiger game captures everything that is fun about the greens while adding an almost RPG-like depth and some of the most enjoyable multiplayer events around. Whether you love the links or have yet to pick up a club, Tiger Woods is sure to strike your fancy—so grab a GCN and start swinging. Fore!

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1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Do you own a Nintendo GameCube?
1. Yes 2. No

D. Do you own a Game Boy Advance or a Game Boy Advance SP?
1. Yes 2. No

E. Do you own a Game Boy Player?
1. Yes 2. No

F. If you don't own a Game Boy Player, are you planning on buying one?
1. Yes 2. No 3. I already own one

G. Are you interested in collections of classic older games that you can play on GCN and GBA?
1. Yes 2. No

H. Which of the following series of games would you be most interested in as a collection?
1. Super Mario Bros. 2. The Legend of Zelda
3. Metroid 4. Donkey Kong
5. Star Fox 6. Kirby
7. Pokémon

I. Do you prefer to play games on the GCN or the GBA?
1. GCN 2. GBA

J. Would you vote for Mario for president?
1. Yes 2. No

K. Who would make the best vice-presidential candidate?
1. Luigi 2. Princess Peach
3. Toad 4. Yoshi
5. Bowser 6. Samus Aran
7. Fox McCloud 8. Kirby
9. Donkey Kong

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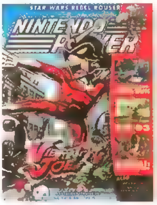

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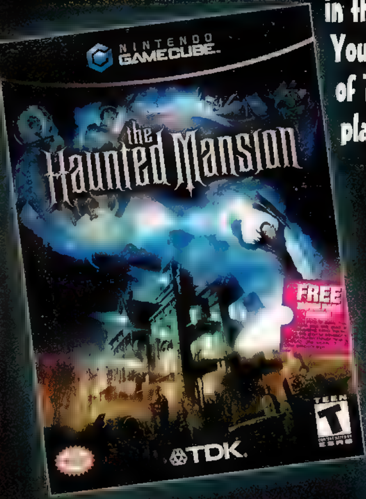

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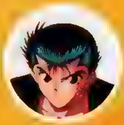

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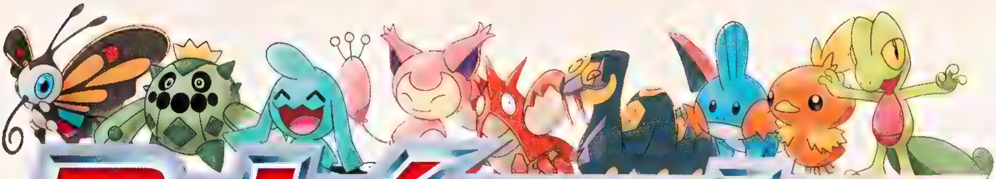


Pokécenter

POKéMON RUBY VERSION

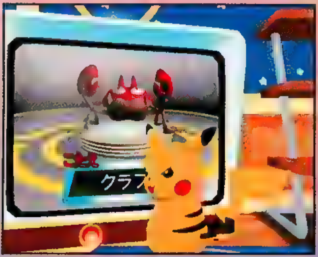
POKéMON SAPPHIRE VERSION

At Pokécenter press time, we'd caught only 87 of all the Pokémon in Pokémon Pinball: Ruby & Sapphire. But major developments on the horizon dragged our attention away from our pinball pursuit of Groudon and Kyogre long enough to bring the big news to you!

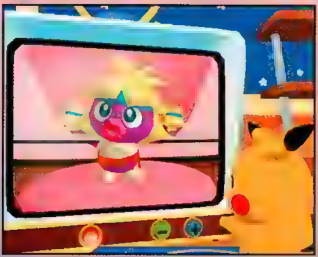
MUST-SEE SHOW OF THE YEAR

POKéMON® CHANNEL

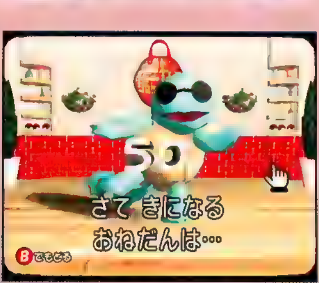
We can't wait for the upcoming sixth season of the Pokémon TV series—*Pokémon: Advanced*—this fall. But what's really got us buzzing is Pokémon Channel, due to hit the GCN on December 1st. We recently grabbed our remote (okay, our WaveBird Controller) and spent some quality time with the Japanese version of the game. Though the game packs in more Pokémon treats than a piñata, we were glued to the title's in-game television feature. We'll have much more about Pokémon Channel in upcoming issues. For now, enjoy a sneak peek at some of the riveting Pokémon action soon to hit the Nintendo GameCube tube.



While in Pokémon Channel's entertainment room, you'll watch interactive TV shows, such as a game show with Pikachu.



Pikachu isn't a complete couch potato. When you watch Smoochum's aerobics channel, Pikachu exercises along with the show.



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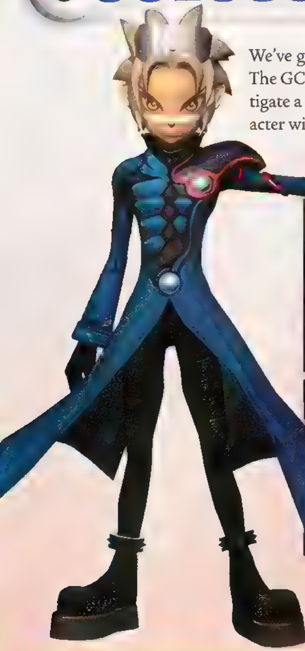
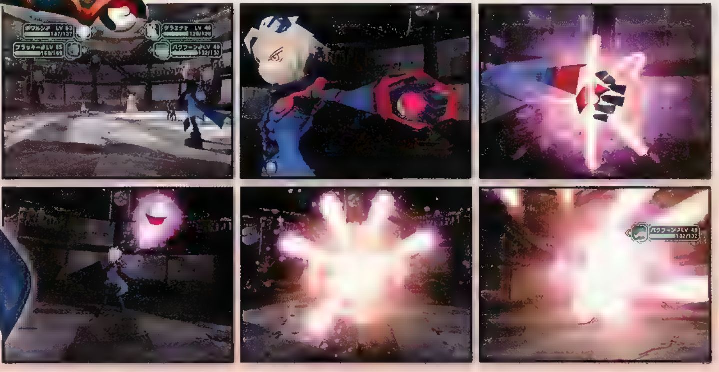
As you play through the game, you'll earn points to spend on the home shopping network's special prizes.

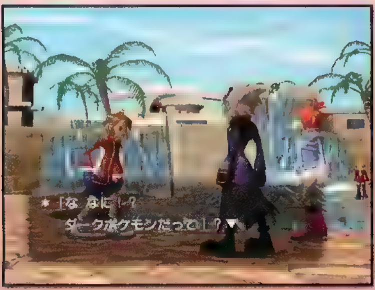
COLOSSAL SHOCKER

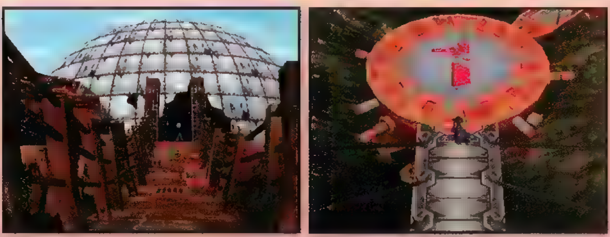


We've got a major announcement that's going to blow away your expectations for Pokémon Colosseum. The GCN game's going to include a scenario-based adventure mode! In an original story line, you'll investigate a mysterious organization that turns Pokémon into Dark Pokémon. And you'll also see a new character with an unusual new power! We've got a first look based on the Japanese version of the game.



Though we don't know much about the never-before-seen character, we do know that his power enables him to snatch Pokémon away from opposing Trainers. After revealing a Poké Ball from his sleeve, he releases his special power in a blaze of energy! Check out the exclusive shots of his cool move.





You'll see the fresh character in a wide variety of locations—all of which are new to the Pokémon world, and some of which appear to be the perfect sites for massive showdowns!

NEW TALENT, OLD FRIENDS

Remember Gentleman Nils and Lady Astrid? If you used an e-Reader to scan the Pokémon Battle-e card included with your Pokémon Ruby or Pokémon Sapphire Pak, you faced off with one of the Trainers and a trio of super-tough Pokémon. In October, many more Battle-e cards will be available. Scan 'em all and cause a massive migration of big-name Trainers to head into Hoenn—some of them have Pokémon from Johto and Kanto on their teams! We'll have much more detail on the amazing cards in next issue's Pokécenter.

DUELING IN THE DUNES

With the dust still settling after the megarelease of EX Ruby & Sapphire, Pokémon-e TCG has just been hit by a follow-up phenomenon—EX Sandstorm! The second expansion, now in stores, reveals major developments in the desert, including new Fossil Pokémon. The expansion's new Caravan deck, strong on Grass- and Fire-type Pokémon, contains the Root Fossil, Lileep and Cradily. The new Oasis deck brims with Water- and Fighting-type Pokémon such as Anorith, along with the Claw Fossil and Armaldo. Booster packs hold rare finds—such as evolved Stage 1 and 2 Pokémon-ex cards—as well as other desert mysteries that will heat up your TCG strategy.

TRAINER
Claw Fossil HP 40
Jagged Stone
TRAINER
Root Fossil HP 40
Spongy Stone

The Mysterious Fossil from previous TCG expansions evolves into various Pokémon. The Claw Fossil and Root Fossil can each revive a specific ancient Pokémon.

Anorith 80 HP
Slash 20
Double Scratch 40×
Lileep 80 HP
Amnesia
Headbutt 30

The Claw Fossil can grow into Anorith, the Fighting-type Pokémon; the Root Fossil develops into Grass-type Lileep. Each Stage 1 card has two powerful variations.

Armaldo 120 HP
Primal Veil
Blade Arms 60
Cradily 100 HP
Super Suction Cups
Lure Poison
Spiral Drain 50

Anorith evolves into Armaldo, whose Primal Veil Poké-Body stops your opponent from using Supporter cards. Lileep evolves into Cradily. Its Super Suction Cups Poké-Body prevents your foe's Pokémon from retreating!

Pokémon e
TRADING CARD GAME

EX SANDSTORM

Have you dared to use Pokémon-ex cards? The Stage 1 and Stage 2 Pokémon-ex cards raise the power—and the risk—even higher. The evolved Pokémon-ex cards have nearly twice the normal HP. Unfortunately, some also have double the Weaknesses. And, as with all the new Pokémon-ex cards, your foe will take double the Prize cards if he manages to eliminate the supertough Pokémon.

Typhlosion ex
Ring of Fire 40
Split Blast 100
Raichu ex 100 HP
Dazzle Blast 20
Mega Thunderbolt 120

With the release of Stage 1 and Stage 2 Pokémon-ex cards, you'll see popular Pokémon from the earlier expansions come back with a vengeance, such as Typhlosion ex and Raichu ex!

While the new preconstructed EX Sandstorm decks—Caravan and Oasis—will introduce you to the ancient powers found in the desert, the booster packs hold mysteries such as Baby Pokémon, which return with a twist. Both the decks and boosters contain cards that act much more powerfully in the 2-on-2 battles.

Azurill 40 HP
Baby Evolution
Jump Catch

Baby Pokémon like Azurill return, and they've undergone big changes. They now have the Poké-Power Baby Evolution, which allows them to heal all damage when they evolve!

Dusclops 70 HP
Judgement
Random Curse

Dusclops's Random Curse lets you assign 50 HP damage any way you choose between the two Defending Pokémon. EX Sandstorm features many new attacks great for 2-on-2 battles.

CARD COLOSSEUM

We've received tons of e-mail from readers showing off strategies based on Wailord from EX Ruby & Sapphire. We thought we'd show you how to tap into one of EX Sandstorm's new aspects—evolved Pokémon-ex cards—to unleash Wailord ex. To make the most of it, you'll want to get it into play quickly (with Wally's Training), then switch it in and out of battle frequently to optimize its power. Swellow and Seaking make tag-teaming with Wailord ex a breeze!

DECK NAME: *HURRICANE OF PAIN*

TAUNT: *"THROW THAT GUY A LIFE JACKET!"*

2x	WAILORD EX	#100	✊
4x	WAILMER	#48	◎
1x	SWELLOW	#46	◎
3x	TAILLOW	#72	◎
1x	SEAKING	#21	◎
3x	GOLDEEN	#55	◎
3x	MAKUHITA	#57	◎
3x	SOLROCK	#13	✊
3x	ONIX	#71	✊
4x	WALLY'S TRAINING	#89	✊
4x	POTION	#91	◎
2x	ORAN BERRY	#85	◎
2x	SWITCH	#92	◎
16x	WATER ENERGY		
9x	FIGHTING ENERGY		

Drench Wailmer in Water Energy. You'll pump up its Water Gun damage and prep it for evolution.

Swellow and Seaking don't have to pay a Retreat Cost, so they can tag-team with Wailord ex easily without sacrificing any Energy cards.

The deck's Water-type Pokémon have Weakness to Lightning-types. Use Makuhita, Solrock and Onix to obliterate Lightning-types, which have Weakness to Fighting-types.

Use Potion and Oran Berry to keep Wailord ex's HP high.

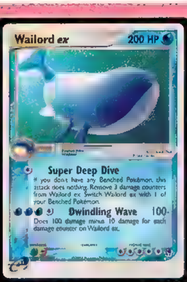
If you can't get your Active Pokémon out of Wailord ex's way by paying a low (or no) Retreat Cost, use a Switch card to get your Wailord ex onto the field in a hurry.

Although the deck relies on nearly as many Fighting-types as Water-types, it doesn't use an even number of Water Energy and Fighting Energy cards. Wailord ex's Dwindling Wave requires lots of Water Energy. The Fighting-type Pokémon are more Energy-flexible: their strong attacks require only one Fighting Energy card to supplement other Energy cards of any type.

Card Key

◎ EX Ruby & Sapphire

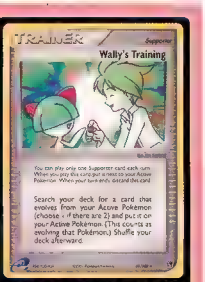
✊ EX Sandstorm


Wailord ex
200 HP
Super Deep Dive
If you don't have any Benched Pokémon, this attack does nothing. Remove 3 damage counters from Wailord ex. Switch Wailord ex with 1 of your Benched Pokémon.
Dwindling Wave 100-
Does 100 damage minus 10 damage for each damage counter on Wailord ex.

WAILORD EX #100 ✊

When Wailord ex is at full health, its Dwindling Wave will deliver a tsunami of agony—100 damage! Sadly, as Wailord ex loses HP, the move's strength will wane.

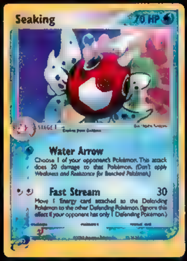
Use Super Deep Dive to yank a hurt Wailord ex to the Bench and heal 30 HP. Bring Wailord ex back later to continue a fresh Dwindling Wave assault.


TRAINER
Supporter
Wally's Training
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for a card that evolves from your Active Pokémon (choose 1 if there are 2) and put it on your Active Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

WALLY'S TRAINING #89 ✊

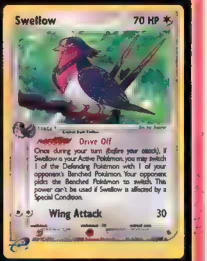
To evolve a Wailord ex into play in a hurry, play the new Wally's Training card, which lets you search your deck for a Stage 1 or 2 card and evolve it quickly!

If you don't have a Wailmer to evolve, use the card on a Goldeen or Taillow. Their evolved forms, Seaking and Swellow, will tag-team the best with Wailord ex later.


Seaking
70 HP
Water Arrow
Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Fast Stream 30
Move 1 Energy card attached to the Defending Pokémon to the other Defending Pokémon. (Ignore this effect if your opponent has only 1 Defending Pokémon.)

SEAKING #21 ◎

In addition to tag-teaming well with Wailord ex, Seaking can hit any of your foe's Pokémon with Water Arrow for 20 damage—even those on the Bench!


Swellow
70 HP
Drive Off
Once during your turn (before your attack), if Swellow is your Active Pokémon, you may switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent picks the Benched Pokémon to switch. This power can't be used if Swellow is affected by a Special Condition.
Wing Attack 30

SWELLOW #46 ◎

Tag-teaming Swellow can chase away your foe's Active Pokémon with its Drive Off Poké-Power. Use the move to escort powerful Pokémon off the field.

SUBMISSION GUIDELINES

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name something that sums up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

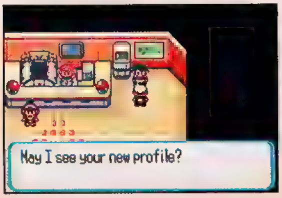
TICKET TO THE BIG FIGHT

Buzz about the Eon Ticket has traveled faster than Latias or Latios juiced up with Soul Dew—which is exactly what you can encounter in Pokémon Ruby and Pokémon Sapphire after you scan the Eon Ticket. Now that you've received the awesome Eon Ticket with this issue, use it to travel to a hidden isle for your one and only chance to catch an ultrarare Pokémon!

Pokémon
RUBY VERSION
SAPPHIRE VERSION
EON TICKET
Nintendo
The Pokémon Company

Step One: Activate Mystery Events

Before you scan the Eon Ticket, speak a secret phrase to the man next to the PC in the Petalburg City Pokémon Center. He'll activate the Mystery Events option on your Pokémon Game Pak.

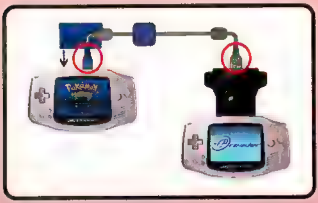


May I see your new profile?

When the man asks if you'd like to make a new profile, answer "Yes," then enter the phrase, "Mystery event is exciting." The man will acknowledge the phrase and turn on Mystery Events on your main game menu only after you've collected at least five Gym Badges.

Step Two: Scan the Eon Ticket e-Reader Card

Use the Game Boy Advance Game Link cable to connect a GBA that holds your Pokémon Ruby or Pokémon Sapphire Game Pak with an e-Reader attached to a GBA—then follow the instructions below.



When connecting the systems, ensure that the GBA Game Link cable's plugs are correctly attached: The purple plug connects to the GBA that holds the Pokémon Game Pak. The gray plug connects to the e-Reader.

1. Connect your Game Boy Advance system with Pokémon Ruby or Pokémon Sapphire in it to a GBA that's equipped with an e-Reader.

2. Power on both systems.

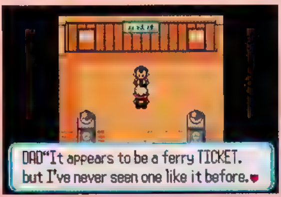
3. On the GBA with the e-Reader, press A at the main menu, then activate the Scan Card option. Scan the Eon Ticket.

4. On the GBA with the Game Pak, activate the Mystery Events option. Then press A to send the Eon Ticket to your Pokémon Game Pak.

5. Confirm that the screen on the GBA with the Game Pak reads "Go see your father at the Gym in Petalburg."

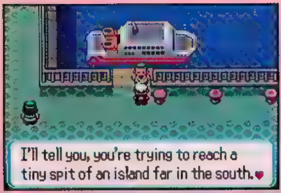
Step Three: Use the Eon Ticket in Your Pokémon Ruby or Pokémon Sapphire Game

After the Eon Ticket information is in your Pokémon Game Pak, you can use the ticket in the game world to travel to Southern Island, where you'll meet Latias in Pokémon Ruby and Latios in Pokémon Sapphire. You can travel to the island and battle the Pokémon only once. (Scanning the card again won't get you a repeat visit.) So prepare your team and save your game before you travel to Southern Island.



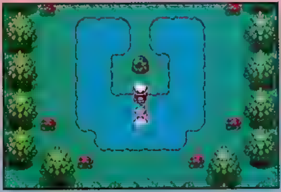
DAD: "It appears to be a ferry TICKET. but I've never seen one like it before.

Visit Norman, the Gym Leader in Petalburg City (and your dad), after you've successfully scanned the Eon Ticket e-Reader card. He'll give you the Eon Ticket to use in your adventures.

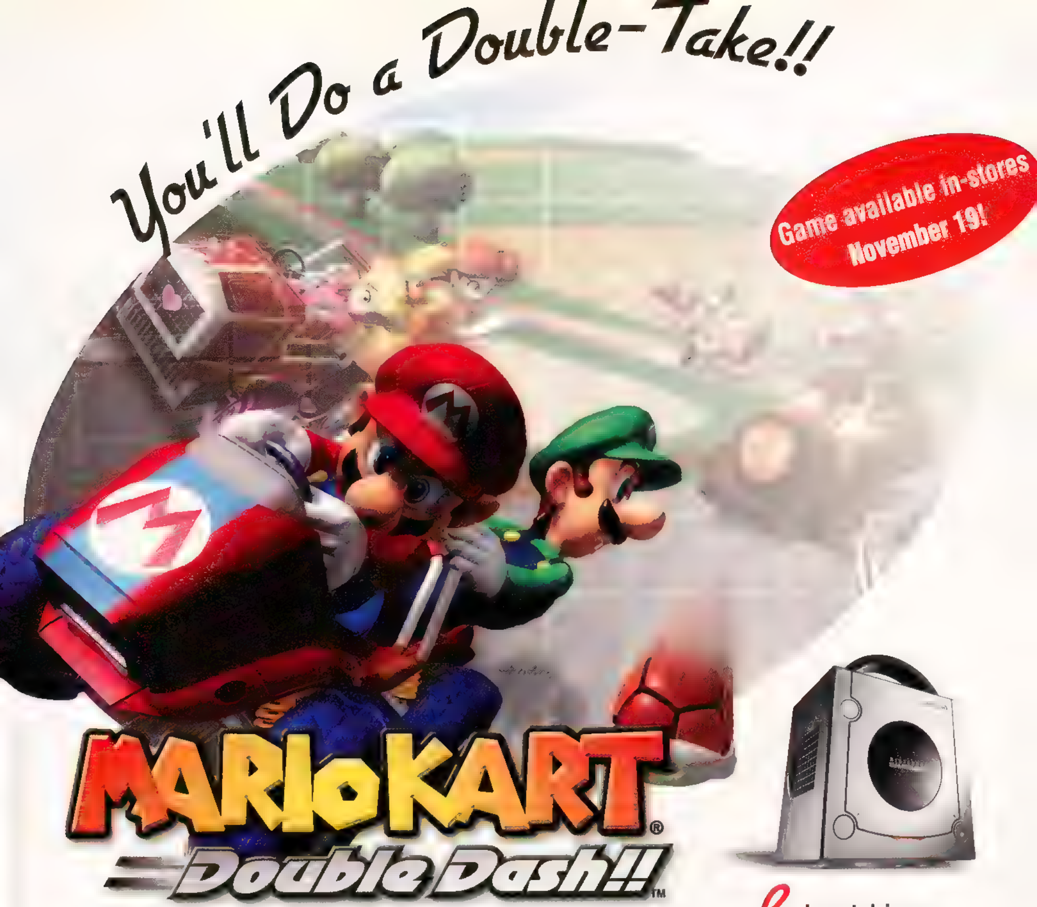


I'll tell you, you're trying to reach a tiny spit of an island far in the south.

After you've become the Pokémon League Champion, the *S.S. Tidal* in Lilycove will be fully built. You can then board the ferry and ride to Southern Island. (Prepare your team and save your game before you present your ticket to the attendant.)



After you get to Southern Island, head into the glade then approach the statue to have your reckoning with Latias or Latios. (Don't save until you've captured the Pokémon. If you need to change your team, you'll want to restart from Lilycove.)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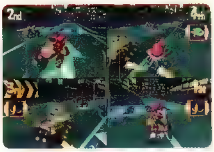

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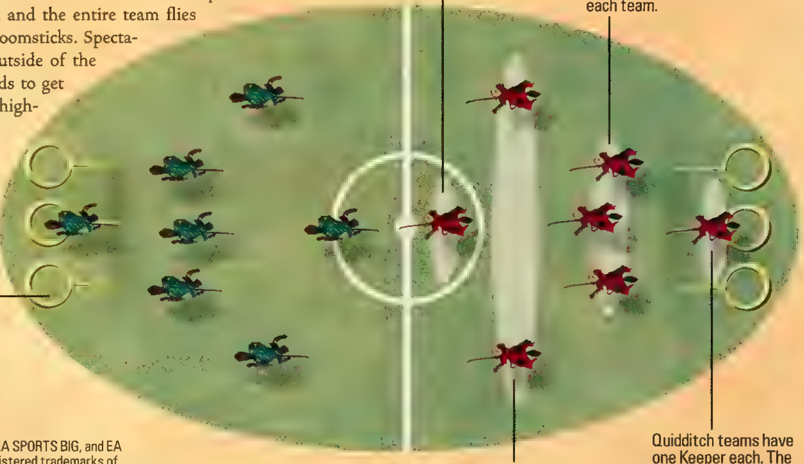
Harry Potter
QUIDDITCH
WORLD CUP

Quidditch Evolution

The official sport of the wizardry community has come a long way since it was created centuries ago in a swamp, with rocks for Bludgers and baskets on posts for goals. Today, the highly popular Quidditch game is enjoyed by wizards and witches around the world. The most highly esteemed teams participate in the Quidditch World Cup. Teams of seven players race across the pitch atop broomsticks with four enchanted balls in play during a match—a truly exhilarating game! We sincerely hope that the Ministry of Magic has approved EA's spectacular Quidditch game for Muggle use on the Nintendo GameCube and Game Boy Advance!

The Pitch

Quidditch matches take place over a playing area called a pitch. Pitch environments range from grassy fields to pumpkin patches to lakes. There are seven positions on a Quidditch team, and the entire team flies above the pitch on broomsticks. Spectators sit around the outside of the Pitch in elevated stands to get a good view of the high-flying action.



Each Quidditch team has one Seeker, whose job is to catch the Golden Snitch, earning his or her team 150 points. A match ends when the Golden Snitch is caught.

Chasers pass the Quaffle to each other and score goals by throwing it through the opposing team's goal rings. There are three Chasers on each team.

Three goals stand at either end of the pitch. Goals are tall posts with a ring atop each one. Chasers must throw the Quaffle through a goal ring to score. Each team's Keeper guards the goals.

There are two Beaters on a Quidditch team. They use clubs to protect their teammates from the two Bludgers. They also attempt to strike the Bludgers toward opposing players.

Quidditch teams have one Keeper each. The Keeper defends his or her team's goals from incoming Quaffle shots.

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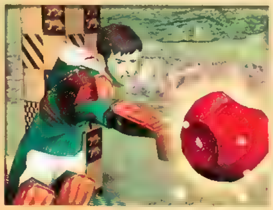
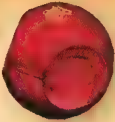
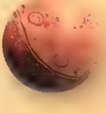
Official Equipment & Rules

Like most things in the wizardry community, Quidditch is unique and has equally peculiar rules, scoring and equipment. A Quidditch team consists of seven players, each riding a magical broomstick. Four enchanted balls—one Quaffle, two Bludgers and one Golden Snitch are in simultaneously play during a Quidditch match. A team may score points two ways: by Chasers throwing the Quaffle through the opposing team's goals, and by a Seeker catching the elusive Golden Snitch. Quidditch-match victors are awarded Quidditch Cards, which they can use to trade with friends (see page 111) and to discover new Quidditch World Cup teams and pitches. Aspiring Quidditch stars should also master the Quidditch challenges to hone their skills and to find Quidditch Cards. Remember, absolutely no magic is allowed on the pitch, so leave your wand at home!

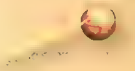




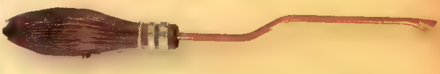
The Quaffle is a scarlet ball that is 12 inches in diameter and is charmed to fall slowly. Chasers pass the Quaffle and score goals by throwing it through the opposing team's goal rings.



Bludgers are iron balls enchanted to chase and hit the closest player. Two Bludgers are used in each Quidditch match. Beaters strike the Bludgers with clubs.



The Golden Snitch is a small golden ball about the size of a walnut, with silvery wings. It is charmed to mimic the Golden Snidget, a tiny bird used in early Quidditch matches. The Seeker must catch the Golden Snitch to end a match and score 150 points for his or her team.

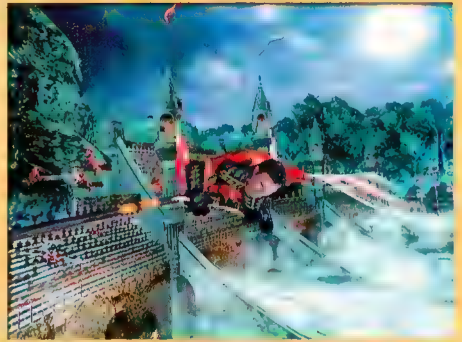


An essential part of any Quidditch match is the broomsticks. Players race through the air atop the magical implements. The level of difficulty changes depending on which of the four broomstick models a player is using.

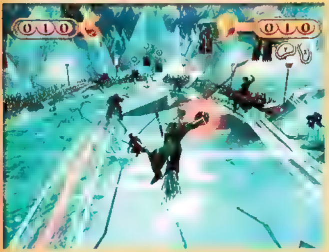
Hogwarts House Teams: The Quidditch Cup

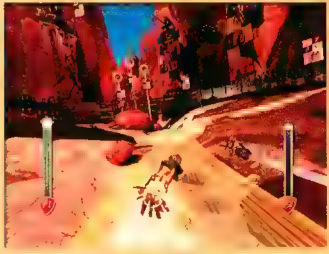
Each year, the four houses at Hogwarts School of Witchcraft and Wizardry hold their annual Quidditch Cup tournament. The house teams train hard all season, playing each match to their best ability in hopes that they'll be one of the two teams to compete in the Hogwarts Quidditch Cup. The team that wins the tournament is awarded a large number of points for its house, usually resulting in being the top house for the year. The four Hogwarts houses are Gryffindor, Hufflepuff, Ravenclaw and Slytherin. The popular Gryffindor team consists of Captain and Keeper Oliver Wood; Chasers Angelina Johnson, Alicia Spinnet and Katie Bell; Beaters George and Fred Weasley and Seeker Harry Potter. The action begins with each team's Chasers passing the Quaffle and scoring points by throwing the scarlet ball through their opponent's goal rings. While the Chasers are zipping across the pitch, the Beaters keep a watchful eye out for the two Bludgers, driving them away from their teammates with clubs, and sometimes hitting them toward the other team's members. While all the fast-paced action is going, the Seeker searches the sky for the Golden Snitch. All eyes are turned on the Seeker as he or she races against the other team's Seeker to catch the winged ball. The team that catches the Golden Snitch usually wins.

The Quidditch World Cup

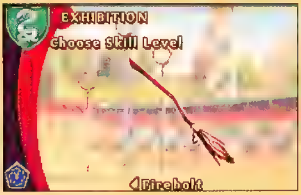


Those who win the Hogwarts House Quidditch Cup gain access to some of the world's greatest Quidditch pitches and teams, including the ice-covered Nordic pitch and Queerditch Marsh, where Quidditch was created. The international teams hail from the USA, Japan, England and Australia, just to name a few! Even Bulgaria is well represented with its legendary Seeker, Viktor Krum. Each of the Quidditch World Cup teams has a unique uniform and a breathtaking home pitch. The rules are the same whether you're playing at Hogwarts or in the World Cup, but the international teams bring a whole new level of strategy with their individual strengths, weaknesses, team moves and special moves. Travel the world with your favorite international Quidditch team as it rises to become this year's champion!

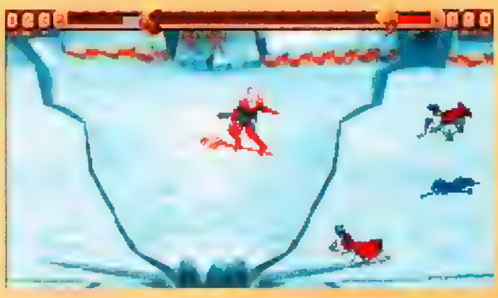




Portable Quidditch

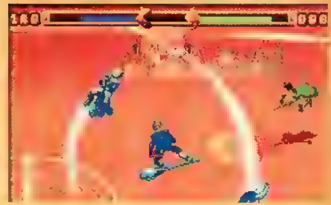


When witches and wizards are away from their local Quidditch pitch and feel the need to practice, there's no better way than on the GBA! Muggles can also enjoy the thrill of Quidditch without needing to visit a pitch (not that they'd ever find one). Harry Potter: Quidditch World Cup for the GBA is similar to the GCN version, except the action is side-scrolling. Compete in the Hogwarts House Quidditch Cup tournament, then choose your favorite international Quidditch team to participate in the Quidditch World Cup. The magic doesn't stop there, though! There are many GCN-to-GBA and GBA-to-GBA connections to explore (see page 111 for details).



Team Sports for Witches and Wizards

Quidditch is a highly team-oriented sport, whether you're on the pitch or enjoying the action on your Nintendo system! You and a friend can experience the thrill of Quidditch together in a wide variety of ways. Connect a GBA to a GCN (with a copy of the game in both) and let the magic begin. While one player controls the Chasers on the GCN, the second player can send out Beaters and catch the Golden Snitch on the GBA. Performing special moves and sending out Beaters takes energy, so cooperate with your friend to budget energy for the Golden Snitch chase. Connect a GBA (with no Game Pak inserted) to your GCN with the game playing to download a fun slide-puzzle game to your GBA. You can also play a head-to-head Quidditch match against a friend by linking two GBAs together (each with a copy of the game). Trade Quidditch Cards with your fellow Quidditch fans from GBA to GBA or from GCN to GBA.



Grab Your Broomstick and Head to the Pitch!

Even Muggles without a magical hair on their heads will be drawn into the excitement of Quidditch when it debuts on the GCN and GBA. With more than 101 Quidditch Cards to collect, a collection of fun Quidditch challenges, unique stadiums inspired by World Cup Quidditch teams and all your favorite Quidditch players, *Harry Potter* fans will find no detail left out. You'll experience a smoother Quidditch experience only if you're riding a Firebolt across the pitch yourself!

In my quest
for redemption
Not even my
DEATH

Deceived by a treacherous Vizier, I was led to unleash the dark powers of the Sands of Time upon the Sultan's Kingdom. Now, as darkness consumes all in its path, my speed, agility, and skill as a warrior are not enough. I must learn to command the Sands to slow, freeze, accelerate, and even reverse time itself. If I fail to undo my fatal mistake, all shall perish with me.

Mine is a fight for survival... not glory.

TEEN
T
CONTENT RATED BY
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Blood
Violence
Suggestive Themes
PC
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Buffy
the vampire slayer
TM
CHAOS BLEEDS

THE LOST EPISODE...

Vivendi's game is based on a script that was written for the television series but never produced. (The story fits between the fifth season's 17th and 18th episodes.) Buffy, Spike, Willow, and the rest must work together to defeat the dual threat of Ethan Rayne and the First. Combining the suspense of an adventure game with witty banter and skilled combat, Buffy's a keeper.

TEEN T CONTENT RATED BY ESRB

Blood and Gore
Mild Language
Suggestive Themes
Violence

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BUFFY AND HER CREW

The single-player game stays fresh by constantly changing which character you control—as often as three times a level. When you get tired of hand-to-hand combat as Xander, you'll find Willow's magic spells a satisfying change of pace. And in multiplayer mode, you can settle once and for all whether Buffy or Faith is the better Slayer.

BUFFY

Buffy is beauty and brawn rolled into one. She has a wide range of martial-arts moves at her disposal, and wields weapons like the pro she is.

WILLOW

Don't let her shy, breathy voice fool you—Willow's devastating assortment of spells makes her deadly (especially on levels in which weapons are scarce).

XANDER

Arguably the slowest combatant, Xander's redeeming trait is that he takes punishment better than the game's other characters—and his jokes are the funniest.

SPIKE

The game's strongest male fighter, Spike moves fast and posesses terrific strength. He's not as fast as Buffy, but then again, who is?

FAITH

The renegade Slayer may have fallen from grace, but she still hits hard. Faith's fast combos and weapon skills make her Buffy's combat equal.

SID THE DUMMY

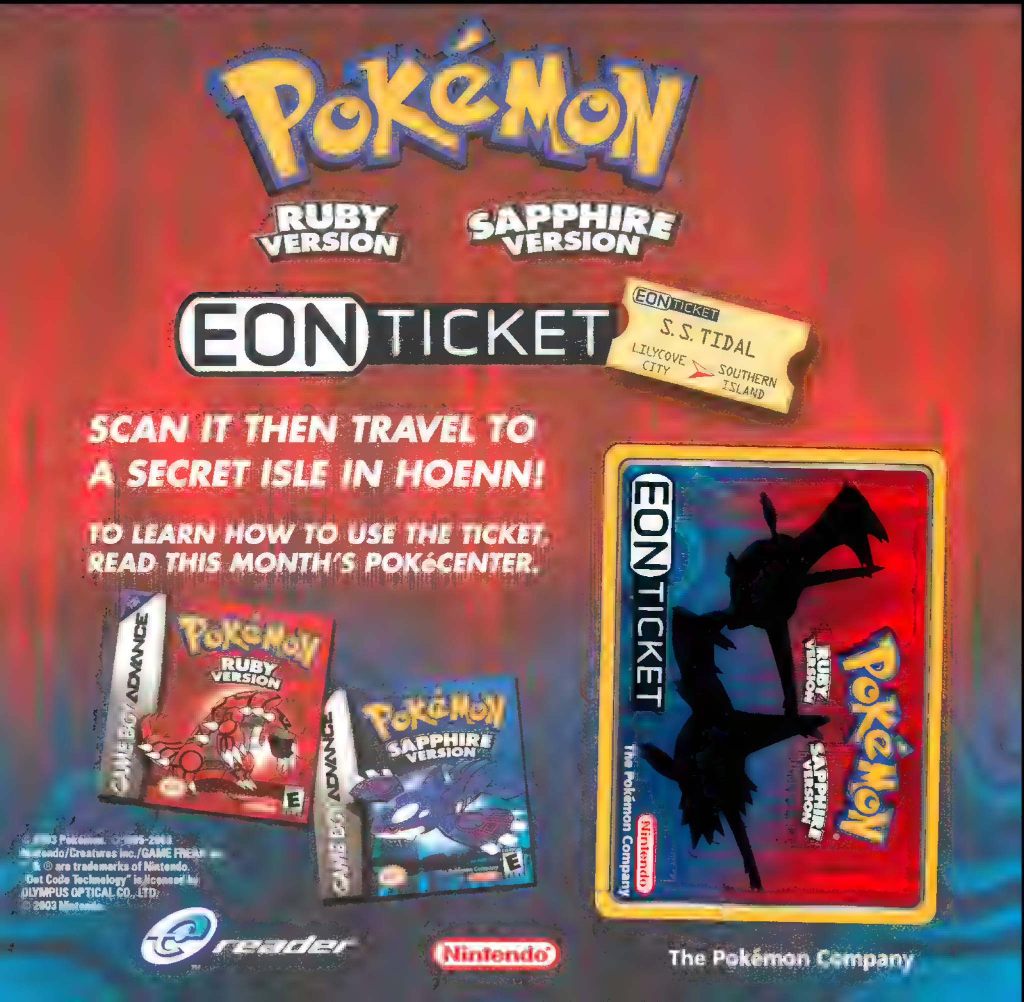
Small, wooden, crass; Sid's a typical dummy. But he's quick, his running combo can weaken even the biggest opponents and he fits where other characters can't.

VAMP HUNTING

Buffy and her gang are out to stop Ethan Rayne, the First, and waves of vampires, mummys and demonic spiders. By using each character's special skills and the various weapons they pick up along the way, you'll help the gang defeat undead enemies by the truckload and restore peace to our world.

KEEP AN EYE OUT

Because you control movement with the Control Stick and perspective with the C Stick, you'll feel like a camera man following someone braver than you. The game is full of hints, but keep an eye on not just the health meters of you and your enemies, but also on your magic and weapon meters. Plan ahead—when the shovel breaks, you don't want to be surrounded!


Pokémon
RUBY VERSION
SAPPHIRE VERSION
EON TICKET
EON TICKET
S.S. TIDAL
LILYCOVE CITY
SOUTHERN ISLAND
GAME BOY ADVANCE
Pokémon
RUBY VERSION
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GAME BOY ADVANCE
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EON TICKET
Pokémon
RUBY VERSION
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SCAN IT THEN TRAVEL TO A SECRET ISLE IN HOENN!

TO LEARN HOW TO USE THE TICKET, READ THIS MONTH'S POKéCENTER.

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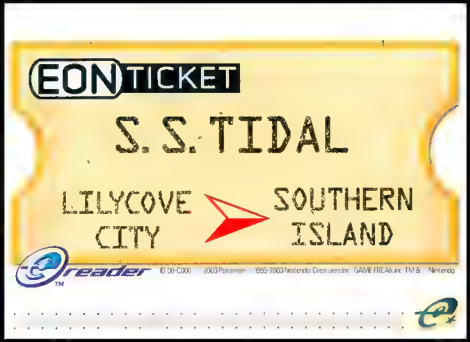
EON TICKET
S.S.TIDAL
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SOUTHERN ISLAND
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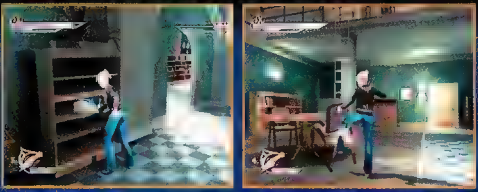
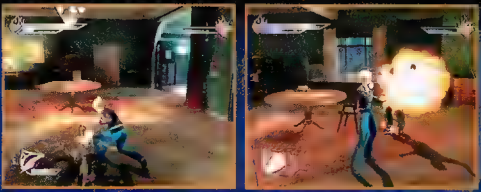
ITEMS ARE A GIRL'S BEST FRIEND



Buffy doesn't usually pick up icky things, but when she finds a free demon's claw lying around she's not going to pass it by. On every level you'll need to pick up items and weapons that glow purple. Try kicking wooden objects, like chairs, to pieces. You'll get a stake out of the deal.

FINISHING TOUCHES



Vampires grow to be thousands of years old for a reason. Punch them, kick them, throw them across the room—they'll keep popping back up and trying to snack on you. So run down their health meters, then finish them off with a stake to the heart, or with a bottle of hell fire or holy water.

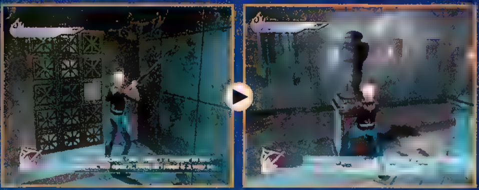
THINK NOW, SLAY LATER

Beating up bloodsuckers is the easiest part of the game. Getting through locked doors and walls is another matter. You'll spend so much time looking for access to the next room of a level that when a vampire finally jumps you, it'll be a welcome relief after hours of head-scratching. Who knew Slayers had to be so brainy?

NOT JUST A PRETTY FACE

The problem-solving on each level is more a matter of logic than of creativity. For instance, a character's spoken reaction to a locked door may tip you off to the way inside (a secret door trigger, or perhaps a broken window). Get used to pressing the Y Button constantly. It often sets something useful in motion.

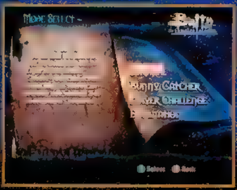
PUTTING TWO AND TWO TOGETHER



The game is full of moveable objects for you to stand on or use in other ways. There's usually a logical sequence to each puzzle—Buffy notices a floor trigger and wonders out loud if there's a way to keep it depressed. That's your cue to start looking for something moveable, like a statue.

MULTISLAYER

Sometimes a girl just wants to throw down with her friends. In multiplayer mode, choose from four games: Survival (last one standing wins), Bunny Catcher (collect rabbits for points), Slayer Challenge (eliminate the most enemies) and Domination (hold on to a territory the longest).



Character Select
Buffy
Select
Back

LOST YOUR WAY?

There comes a time in the life of every Slayer when things look impossible. When you get stuck, remember these tips.

- Search every room completely. An essential key may be hidden on some shelf while you're running around looking for it.
- Don't be afraid to retrace your steps. Sometimes you'll have to revisit a room to use a newly acquired item.
- When in doubt, kick it. Objects like lockers will often spring open when kicked, and chairs and tables will usually yield a handy stake.
- Objects are often moveable. If you come across a big statue or a piece of furniture that seems oddly placed, try to move it around.
- You can jump higher than you think. You can often leap, hang and climb up onto ledges and walkways that look out of reach.
- The Y Button is your friend. Keep pressing it as you move through each room. You'll eventually pull or press something useful.

SHH, IT'S A SECRET

Extras
Buffy
Select
Back

You'll be judged based on how well you've fought and thought your way through each stage. The most reliable way to score high is to uncover secrets—like kicking a lamp to dislodge the holy water hidden in the shade. Your reward? Bonus trailers and interviews.

PARTING SHOT

Buffy the Vampire Slayer: Chaos Bleeds has all the charm and chills of the television series. The writing is crisp and funny, and the variety of moves and puzzles throughout the game keeps it entertaining. As you acquire better weapons—the flamethrower is our favorite—you'll lay waste to dozens of enemies without breaking a nail. Rock on.

SUPPORT YOUR
GOVERNME
▶ 01
▶ 02
▶ 03
▶ 04

EXPERIENCE THE NEWEST MASTERPIECE FROM THE VISIONARY MIND OF MICHEL ANCEL.

TEEN
T
CONTENT RATED BY
ESRB

Violence
Comic Mischief

PC
CD-ROM
SOFTWARE

PlayStation®2

XBOX

NINTENDO
GAMECUBE.

YOUR LEADERS MAY LIE...
BUT YOUR CAMERA WON'T.
05
06
07

BEYOND GOOD & EVIL

EXPOSE THE CONSPIRACY

There's only one way to blow the lid off a government conspiracy: expose the lies. And no one can do it better than Jade, an Action Reporter with an eye for the truth and the heart of a hero. See beyond the propaganda. Discover the secrets of a vast, immersive world. Fight to save your people from an Alien threat. But above all, believe in nothing – except yourself.

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EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence
GAME BOY ADVANCE
PlayStation 2

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It was written in the prophecy that a great hero would come to strike fear in the hearts of his enemies.
Apparently, the big hairy ape didn't get the message.
Nominated for "Best PS2 Platform Game of E3" by IGN.com
"...this is one of the most beautiful platformers I've ever seen..."
Play Magazine
Tak and the Power of Juju
NINTENDO GAMECUBE
AVALANCHE
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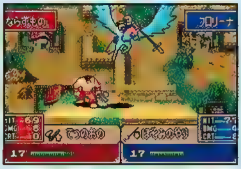
EPIC CENTER

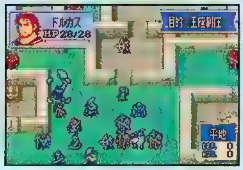
It's an Epic News extravaganza as we bring you more breaking stories than you can shake a stick at. With everything from megahits across the ocean to upcoming games being developed in your backyard, you can't afford to miss this Epic!

EPIC NEWS

The Fire Inside

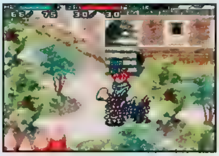
The Fire Emblem train just keeps running! The new GBA title is slated to reach North American gamers in November, and we've got more details on it. First, the game is divided into two main sections. The initial part (which is a good five hours long, at least) tells the story of a young woman named Lyn who is trying to reclaim her rightful place on the throne. The second (and longer) portion of the story focuses on a young man named Eliwood, who has a quest all his own—although Lyn eventually shows up to lend a hand. There's even word of a secret third quest after you beat the first two. The gamer doesn't control either hero—rather, you take on the role of a wandering, nameless tactician that Lyn finds unconscious on the plains. Once the troops enter a battle, you direct them in combat (much like the commander system in Advance Wars). There are dozens of units in the game, including thieves, Pegasus Knights, mages, clerics and more. It's a really fun game, and much easier to learn than most tactics/strategy titles. Look for more info in the coming months.





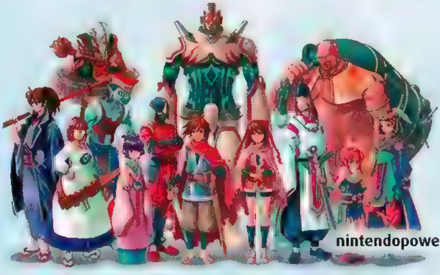
We'll Swallow Your Soul!

Atlus dropped a bomb on the RPG community last week with the announcement of a second GBA Shining Soul game, called Shining Soul II, which is due at the end of the year. The game follows the same hack-and-slash format as the first Shining Soul (reviewed on page 156), but will have new enemies, new attacks and more playable characters to choose from. Like the first, it also features a wicked-cool multiplayer mode for up to four players.



Blue Clues

In news from Japan, Hudson Soft is working on a new GBA game called Oriental Blue. The title is the latest in the Tengai Makyo series, a line of RPGs that has featured stunning voice acting, amazing music (by the composer from *Spirited Away*) and some very weird plot lines. There are no plans to release the title in North America, but we'll let you know if that changes.



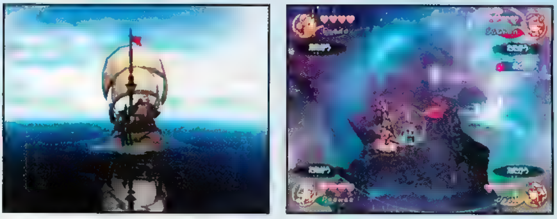
FINAL FANTASY® CRYSTAL CHRONICLES™

ファイナルファンタジー・クリスタルクロニクル

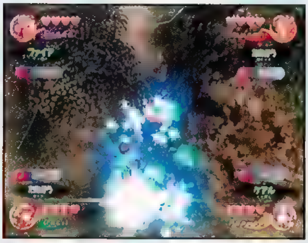
One of Nintendo's most anticipated titles, Final Fantasy: Crystal Chronicles, has just been released in Japan. The Epic Center editors couldn't wait for the English version, so we grabbed ourselves an import copy and started playing! Read on for new info and some first impressions.

Oh, to Live in Japan . . .

FFCC is Square Enix's first title for the Nintendo GameCube, and the response in Japan has been positive to say the least. The title is one of the most beautiful ever to grace a console—the lighting effects alone are enough to send shivers up your spine. As you drool through the coverage, however, bear in mind that all screen shots and impressions are from the Japanese version of the game and all names have been loosely translated. It is possible that the game may change before it is released here in February, though probably not in any substantial way.



LOOK AT THIS GAME! Holy cow, it's just the most beautiful thing ever. From the fur on the Moogles to the stunning spell effects, there's enough eye candy here to satisfy any sweet tooth.



Crystal Chronicles 101

If you're like us, you've heard rumors aplenty about FFCC but no hard info to back it up. We'll give you a quick rundown of the nuts and bolts so you know what to expect. (Don't worry—NP will provide plenty of additional coverage in the coming months.)

I NEED A HERO

The game takes place in a world that is filled with a toxic fog. The inhabitants of the world have discovered a way to keep the fog at bay using a substance called Mana Water. As the game opens, you are on a quest for the precious resource.

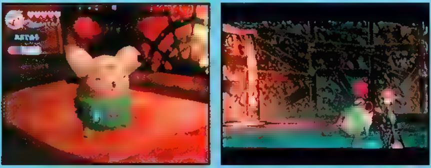
Young people are regularly sent out to find Mana Water—it serves as a rite of passage. Needless to say, the stuff is tough to acquire.

There are four different races and four subtypes within each race. You can choose your character from any of them, and also pick its gender.

THE SOLO GAMER

One question we hear a lot is this: Will I be able to play FFCC by myself? The answer is a resounding YES! The solo mode parallels the multiplayer adventure but forces you to fight against tougher odds. On the plus side, you can keep all the treasure for yourself.

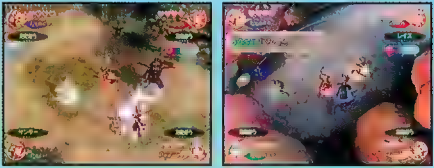
While you're on the road, the fog keeps its distance thanks to a device called the Crystal Cage. In multiplayer mode, one person holds the cage, but in single-player mode, you have a Moogle friend to move it for you. Simply press the X Button to have the Moogle follow you around.



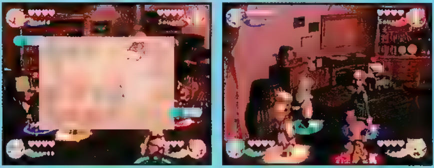
Your Moogle buddy is an integral part of the single-player quest—you can even alter its color and hair length to create a personalized Moogle rock star. The single-player mode can be played with either a GBA or a GCN Controller.

THE QUEST BEGINS

FFCC is a real-time action-RPG, which means that you must make your moves while the enemies make theirs. For defense, each character has a melee weapon and the ability to learn magic spells.



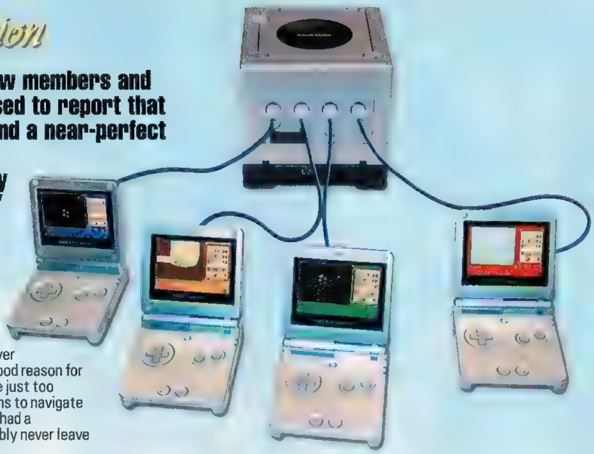
When you defeat an enemy, it will surrender an item such as Gil, life-restoring food or magic. Magic comes in the form of large spheres, which you pick up and add to your inventory—it has unlimited uses.



The world is divided into an overworld and lots of smaller areas such as forests, mines and towns. There are tons of side quests to accomplish as you travel, including solving a long-running Moogle puzzle and sending letters back and forth to your family.

The GBA Connection

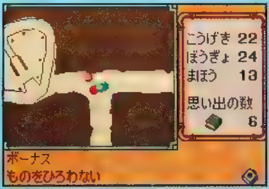
We've been sitting down with other NP Krew members and taking the game for a spin, and we're pleased to report that the multiplayer mode is an absolute blast and a near-perfect blend of fighting, cooperation and greed. It also requires you to vocalize in a way many games don't—"Who has the healing spell?" and "Oh no, help me!" being the two most common phrases.



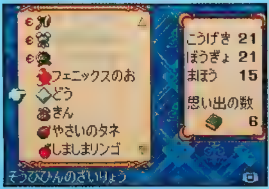
While you can play single-player mode with a Controller, each player must have a GBA in multiplayer mode. There's a very good reason for the decision—there are just too many menus and options to navigate on-screen. If everyone had a Controller, you'd probably never leave the pause screen.

THE GBA SCREEN

So what do players see on the GBA? They see important info such as maps, equipped items and inventory. Since everyone sees something different, cooperation and planning are essential—especially when it comes to using magic. Magic includes cure spells, life spells, offensive fire and lightning attacks and time-altering magic such as Slow. Each character can have two different types of magic equipped at a time (although there is a special item that will add a third slot). Because of the limitation, no one person is able to cast all kinds of magic—hence the need to shout out to your friends when you're playing.



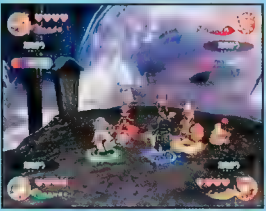
There are three kinds of maps. One points out the party's location, one shows monsters and one shows treasure chests. If you're playing with three players, each one will have a unique map. If you have four players, one will be mapless.



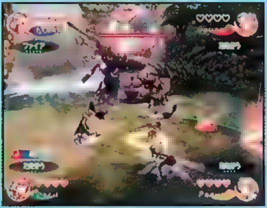
You access your inventory with the GBA. Any time you pick up a new item or magic spell, you'll want to go to your inventory screen and see if you should equip your find. (Your character will automatically stay within range of the Crystal Cage while you look at menus.)

THE TV SCREEN

While you and your friends battle evil, you'll watch the whole thing unfold on the television. All the action takes place on one screen—which means no split-screen nonsense to worry about. If one of the characters happens to wander off the screen, an icon will point out his or her location. You can see pertinent info on the TV—including your health and active magic—so you don't have to refer to the menus until you find a new item.



If you have an open slot in your active inventory (you begin with two) and pick up new magic, it will equip itself automatically. To fight or cast a spell, press the A Button. If you want to attack something that's far away, press and hold the A Button to bring up a targeting reticule, then move it over the enemy.



Boss battles are a multiplayer dream. Each player is running around the screen casting spells, fighting with weapons and trying to avoid attacks. Once you're injured, you'll have to verbally ask someone who knows a healing spell to fix you up.

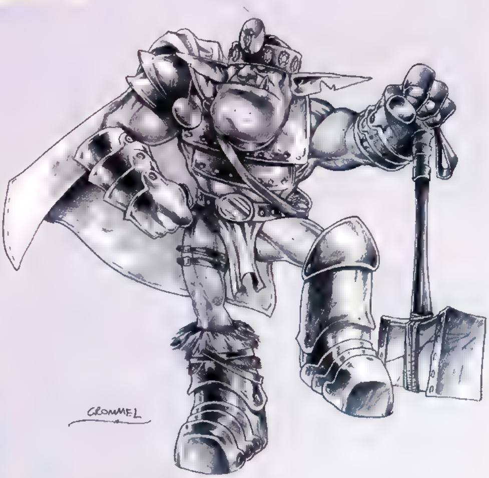
GOBLIN COMMANDER

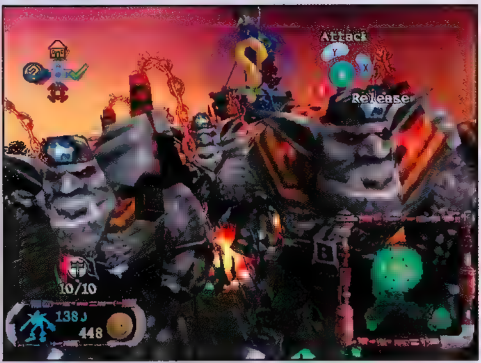
UNLEASH THE HORDE

Combine a superstar development team, a fantastic concept and an underused genre and what do you get? Goblin Commander: Unleash the Horde! Recently, Epic Center had a chance to visit the Jaleco studios in Boulder, Colorado, for an exclusive first look at the GCN version.

Goin' Down to Boulder

When the Epic Center editors arrived at the Jaleco development house in Boulder, Colorado, we met with Chris Millar, the producer of Goblin Commander, who showed us around the office. The first thing we noticed was how dark it was. The overhead lights are kept off in the entire office, with the only lighting coming from desk lamps and the glow of TVs and computer monitors. The team members may be a little photophobic, but they're all business when it comes to development. Each of the members we met would give a friendly nod or a handshake, then immediately return to the task at hand. We happened to arrive during the shakedown week—a time when game-play balance issues are being addressed—so there were lots of people simply playing the game and looking for places where the game bogged down or one player had an unfair advantage.

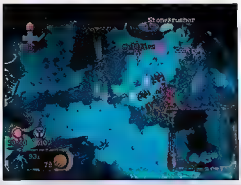




Report, Commander!

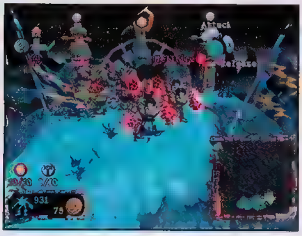
So what is Goblin Commander: Unleash the Horde? Put simply, it's an RTS (real-time strategy) title that stands the genre on its head. Although most RTS games in the past few years (such as Warcraft and Command and Conquer) have been quite fun, they also have a tendency to get bogged down in resource management (mining gold and chopping trees, for example). They also haven't allowed for a great deal of control over the combat aspects—you simply send your troops where you want them and then watch the fur fly. Goblin Commander solves both of those problems with an elegant solution—the main resource is gold, and you receive it by smashing things. You can also take control of your units and direct their attacks by running up to enemies and pounding on the A Button. It adds a level of control, depth and playability that was sorely missing from the RTS genre—and also makes the game a perfect fit for a console gamer.

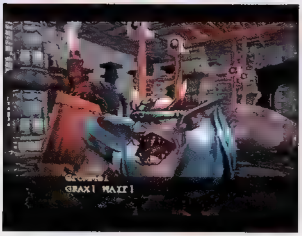
Grommel:
To do so, we must find the Observatory. Search the area! It must be located nearby.



The Clan, Man

There are five different clans in Goblin Commander—Hellfire, StoneKrusher, Stormbringer, Plaguespitter and Nighthorde—each with its own strengths and flaws. The Hellfire clan, for example, excels at pure melee combat, while the Stormbringer clan focuses on magic to achieve its goals. When you start the game, you'll be able to control only one or two of the clans, but eventually you'll get the chance to try them all. Each clan contains five units that you must build by collecting gold and souls. (Souls are found by defeating enemies or taking over special fountains.) The five units can be loosely classified as a foot soldier, a stronger foot soldier, a very strong soldier, a long-range attacker and a support unit. Each clan also has a Titan—a massive creature that lays waste to everything in is path. One Titan is the Stone Ogre, a huge beast that lumbers through the forest swinging a giant mace. Another is the War Pig, a massive boar armed with a rock- and flame-shooting catapult. Since you can take control of a unit at any time, you can seize the Titan and guide it through the level, hitting the A Button to destroy anything foolish enough to take you on.

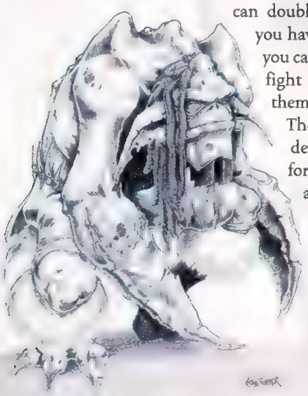


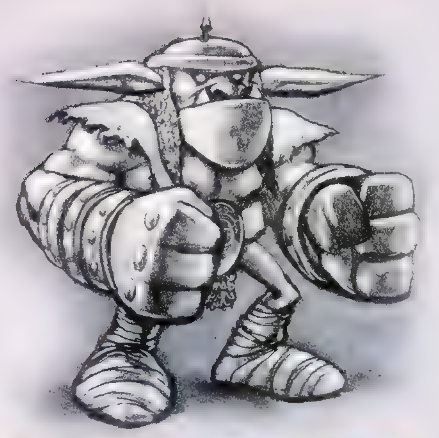


GRAX! WAZI!

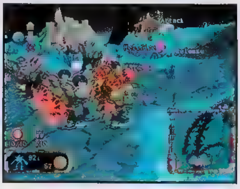
Take Control

Control has always been an issue in console-based RTS games. Most RTS titles are made for the PC, which allows you to use hot keys and the mouse to select multiple units and issue your orders. In Goblin Commander, you take command of a clan by tapping a button. If you want the clan (or multiple clans) to follow you, you can double-tap the button. Once you have a strategy plotted out, you can either send the units to fight on their own, or lead them into battle as a general. The Jaleco team has also devised a nifty innovation for the Z Button, using it as a kind of Shift key that changes the functions of other buttons.



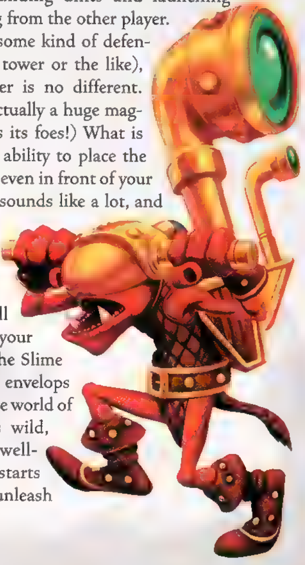


Quickly, we must secure the area! Only then can we begin the process that will make the power of the Moongates our own!



Grab a Friend

No RTS would be complete without a deep multiplayer mode. Goblin Commander will feature 8-12 multiplayer levels (the number is still being determined) that cover everything from deep woods to an open-pit mining operation. Each player controls his or her little world, building units and launching attacks, while defending from the other player. Most RTS games have some kind of defensive structure (a guard tower or the like), and Goblin Commander is no different. (One of the towers is actually a huge magnifying glass that burns its foes!) What is unique, however, is the ability to place the guard units anywhere—even in front of your opponent's camp! That sounds like a lot, and we haven't even mentioned all the other options in the game. From purchasing magic runestones that call down lightning or turn your enemies into sheep to the Slime Titan that grows as it envelops everything in its path, the world of Goblin Commander is wild, funny and very well-designed. The action starts this fall, so get ready to unleash your own horde.



We had the chance to sit down with three members of the GC team: Chris Millar (the producer), Ron Millar (GC's lead designer and creator of the Warcraft series) and Jeff Litchford (GC's lead artist). Check out the interview for a peek into the crazed collective mind of a development team.

NP: What's it been like working on GC?

RM: You want the truth? Lot of hard work, lot of long days, 12-hour days, six-, seven-day weeks. Everything that could have gone wrong in people's personal lives has gone wrong. Deaths, births, sicknesses—

CM: We have a little monkey that we chime for dinner—we chime it over the intercom, you know, we bang the cymbals—and everyone's life just went downhill after that. It's like the game production went up and everything else was like . . .

JL: A number of funerals—

CM: Yep, yep. Car accidents, you name it, it happened. But through everything, everyone's just remained focused. We had a goal, and everything we've been talking about, everything we wanted the game to be—an RTS console [title], tons of units, tons of spells and upgrades, and fun. That's the key factor, and it's really been coming together well. Right now we're playing through the levels, and aside from finding bugs, people are like, "Oh, I really like this level."

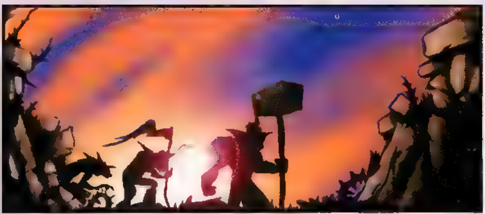
RM: We had the idea for Goblin Commander and started working on it. I joined Jaleco in March of last year and they sold me [on] the idea—which was far different than it is now. But the goal was the same, to make an RTS on a console that works. And I took the job thinking "Cool!" but also "Holy [bleep]!"

JL: And it took several revisions—

RM: Yeah, it took several revisions and one scary day for me. I actually said, "Give me control of design and production" and [then had to] come back going, "It isn't fun!" So we got everybody in a room and [Jaleco] said, "We're six months into development, we CAN'T change everything!" And I was like, "We got to change everything, 'cause it's not fun."

JL: It was kind of like, goblins floated around on islands, and then you docked with land masses and ran around on different vehicles. It was just totally—

RM: It was turning into this really crazy puzzle game, and not really a cool RTS. So we sat in that room, we got like a mix of people and we sat in here and said, "We're not leaving until we figure out what it is we want in a game." So we went around the table and one guy said, "I don't really care about resources, I just want custom armies that I can take from battle to battle." And we'd done like single goblins originally, that you could change and make different types of goblins, in order to save art resources and maybe to make it less confusing for the player and blah blah blah blah blah. So I was like, "I want buildings, I want custom clans, I want like five clans." Anyway, we went around the table, and at first the game started out where you couldn't directly control the Titans, you could only order the troops to go places. And that kind of evolved into people directly controlling Titans and trying to control their guys. And then controlling their guys was cool, but everyone wanted to be able to attack while controlling their guys . . . we kept opening up all these different things we didn't plan on but ended up being cool. And it took a lot of hard work. Even these last couple weeks some things were opening, like, leftovers from the original design. And if we ever do a game like this again, we'll have a nice, clean understanding of all the mistakes we made and all the things we want to do the next time around.



CM: It's definitely been good, our engineers got us a build up and running as early as possible, and that was our early January-February build. We see it now and we're like, "Aaaah!" But that was just getting first playable and playable concept up and running, and that was key to really evolving the game to where it is now. I mean, we had ideas where we wanted to go, but we just had to get something playable where we can actually see that it's fun, you know. You start to evolve and streamline the process, like . . . OK, I love getting gold, let's give [the player] gold coins. Well, coins are cool, so let's give you some jewels.

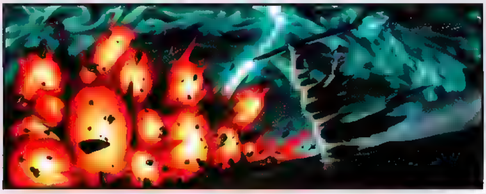
JL: There's been a fair amount of feature creep—

RM: There has! This is me eating a chip, by the way. [loud crunching].

JL: There's been a lot of headaches and feature creep and last-minute stuff, but the amount of stuff we've been able to cram into the title in the time that we've had has been cool. I think—

RM: It's been all-out for like six months. I mean, when you peel it all away, it's been really six months of solid—

CM: I came on in November, and we had 18 people on the project—and that's what it took to get the playable up. And once we got the playable demo, we still had a list of features we wanted to get to. So we called in Jeff, and we said, "This is what we want as a company, we want a quality title." And there's no way we could have done that with 18 people. So that's when we brought in Jeff and 20 additional artists. And really stacked the team, and tried to get Jeff . . . one, up to speed on the project, and two, leading the team.



JL: Yeah, we've really had three distinct art styles. We started out with a very Dr. Seuss kind of feel, and that wasn't really appropriate. So we started going really heavily into the cartoon sort of shapes, and the look and the color of a cartoon land. And that didn't really work, so we decided on a game that's focused sort of on dark humor, with meaner goblins. A lot less of a campy fun, and a lot more of the blood and destruction and the burning and that kind of stuff. I like where the graphics have gone.

CM: It's a lot more classic fantasy style. More along the lines of classic D&D in the way the creatures look and stuff. I mean, I think one of our biggest challenges was designing the look of goblins. And then we have five clans that are based off a similar style. Across the board, 25 different units.

RM: It's been cool. When other teams got taken down to move onto Goblin Commander . . . it's gotta be demoralizing for people to work on their project and then get pulled off to another one. And I only say this because people come up to me and say, "Man, when I first heard the news I was kinda bummed and I didn't really want to do this." And now it's totally opposite, and people come up to me and say, "This is really cool, and I'm really into it, this is awesome, blah blah blah blah." There are some people here who have never worked on a major title like this, and it's really interesting to watch them. Especially when the art started flowing. There was one point when the trees went from this stuff you saw that was, like, blue, to things that looked like real trees. And when that happened a whole wave of people changed their minds. So they totally reworked the whole art and put a lovable yet sexy package on it. Because the whole engine and the mechanics and stuff are pretty much all there.

NP: So the cartoon trees and stuff all linked together with the "floating island" concept?

RM: Uh . . . they were kind of independent actually. It was more like art was trying to find its style, and design was trying to find its style. I don't think they were really interconnected. It was like . . . let's not do Warcraft. OK. Let's not do realistic. OK. Let's go this way, let's go that way . . . there were a lot of reasons for it, but ultimately somebody nailed it.

NP: Thanks a lot!

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lish Drop! What
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The Crossing Guardian

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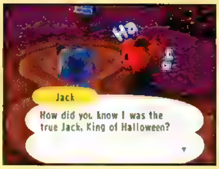
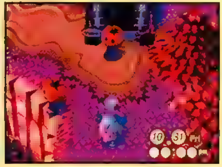
Out of Their Gourds for Halloween Candy

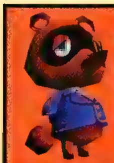
Halloween can breed a real rags-to-riches story—if you can make the most of trick-or-treatin' season. The hero of Halloween, pumpkin-headed Jack, will haunt our town on October 31st as usual. Stock up on candy to give to our begourded guest, who'll give you rare treats in return. Unfortunately, lots of disingenuous townies, all disguised as Jack, don pumpkins and go bump in the night. Avoid the local candy seekers like the plague—they usually have tricks up their sleeves.



Jack

How did you know I was the true Jack, King of Halloween?





Tom Nook's Special Delivery #10

QI6DLEnhm23CqH
zrUHk3cXd#HOr9

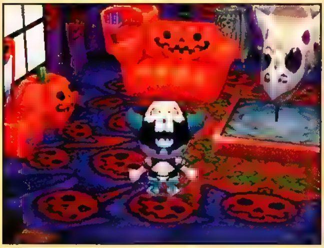
IboOBCeHz3YbIC
B5igPvQYsfMZMd

If you say the passwords shown above to Tom Nook, you'll receive rare gifts—the two final pieces from the incredible Mario Theme.

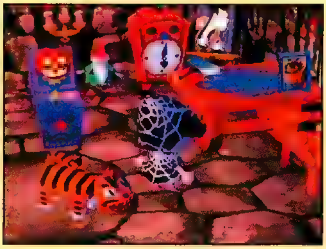
Let us know what you think of them!

Invading Spaces: Scary Home Makeovers

Need a breath of fresh air in your home? Ready to throw feng shui to the wind? In the latest trend to spread across the land, people are designing each other's interior spaces. They're dropping off loads of furniture outside their neighbors' doors, then giving orders as their neighbors arrange the new pieces in their homes. The results can be divine . . . or diabolical. We checked out what happened when two locals, Chuckie and SnootSue, got into each other's spaces and wreaked havoc.



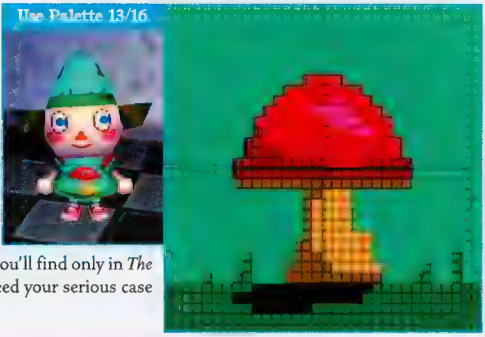
Chuckie adores how SnootSue incorporated some of the Spooky Series into his home makeover.



SnootSue is horrified at what Chuckie did with her house, but she's willing to live with it for now.

Mycophiles Suit Up for Mushrooming Season

My . . . what? If you fancy mushrooms, or like to forage for tasty fungi, you'll be among an elite crowd come October 15th, the start of Mushrooming Season. We'd like to see more people get excited about this profitable pastime, so we've got a new pattern—one that you'll find only in *The Crossing Guardian*—to feed your serious case of mycophilia!



Sugar Rush Begins Afresh in October

Buyer beware! In the weeks before Halloween, Nook will stock candy. But shop early every day: His supply is frighteningly limited!

Your Funds
75,831 Bells

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WELCOME TO MIDDLE-EARTH

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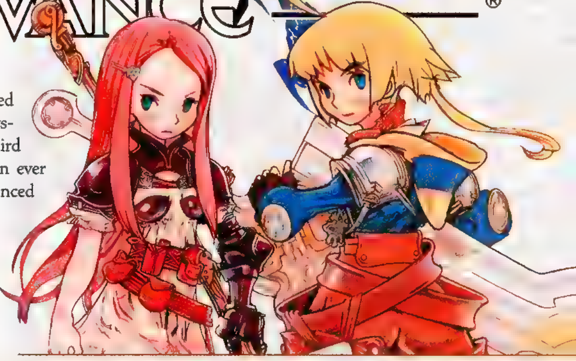

In our Volume 171 and Volume 172 FFTA coverage, we walked you through the game basics and covered up to the first crystal encounter. This month we'll take you through the third crystal encounter and delve deeper into the strategy than ever before! We've got vital info on the multiplayer modes, advanced classes, Law and Antilaw cards and so much more!

EVERYONE
E
CONTENT RATED BY ESRB
Alcohol Reference
Mild Violence

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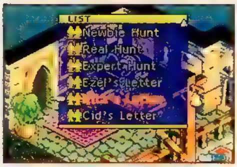
UNLOCK IVALICE'S SECRETS WITH A FRIEND

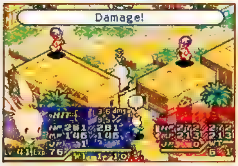
FFTA hosts a collection of fun multiplayer missions in addition to its trading options. When you link up with a friend, you can even buy rare goods from a Moogle-operated airship!

MULTIPLAYER MISSIONS

There are two multiplayer mission types: cooperative and competitive. You can win rare items for clearing the missions. Each multiplayer mission you complete is recorded in the Support Clan info.



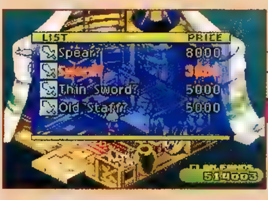
Clear the main mission The Cheetahs, then listen to the Linking rumor in any pub to open the Link option in the World Map menu. Select Link to enter the multiplayer pub. Choose Team Up to view all the multiplayer missions available to you. The more missions you clear, the more will open!



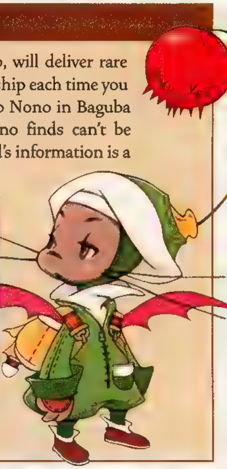
Multiplayer missions have different rules than those in single-player missions. In cooperative missions, you and a friend must take turns attacking the boss monster to defeat it. Teamwork is the key! In competitive missions, the player who defeats the most enemies by the end of the battle wins.

NONO'S AIRSHIP

Montblanc's younger brother, Nono, will deliver rare goods to the Ivalice shops via his airship each time you link up with a friend (you must help Nono in Baguba Port first). Many of the items Nono finds can't be bought anywhere else! A traded good's information is a secret until you buy it.



Each time you link up with a friend, Nono's airship will be restocked with new items. Visit any shop in Ivalice to purchase Nono's mysterious traded goods.



LAWS, CARDS AND CRYSTALS

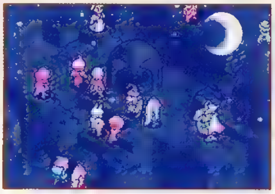
We left off last month with the first crystal encounter and your clan's first Totema. The next three missions are packed with important events, including the discovery of Law and Antilaw cards and the shattering of the second crystal to obtain the next Totema.

006 ANTILAWS

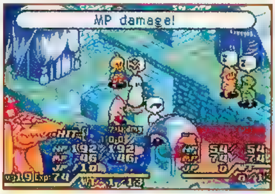
MAIN MISSION
DEFEAT ALL ENEMIES

ENEMIES: 6 ALLIES: 6 AP EARNED: 40 GIL EARNED: 9,000 REWARD: NUBSWOOD ICON

Ezel Berbier is surrounded by the royal guards in Cadoan and needs your help to escape! Dispatch at least one Paladin and one Guardian to use their Defense skill on Ezel, and one Archer with Aim: Arm to disable your enemies. Avoid engaging the enemy when Aim and Chivalry are forbidden.



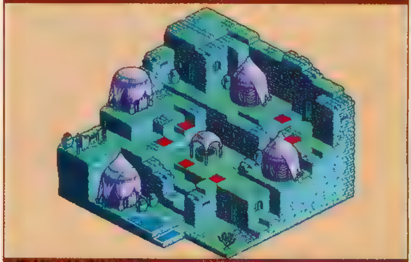
After Ezel casts Azoth, lulling some of the enemies to sleep, focus your attacks on the foes who are still awake.



MP damage!

Use Magic Break, Rasp or any other MP-draining ability to sap the enemy Illusionist's MP and render him harmless.

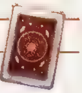
CADOAN MAP



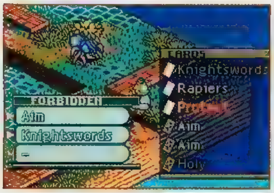
ENEMY DATA

The enemies will focus their attacks on Ezel, so guard him well to prevent his capture. The enemy Illusionist casts full-area spells—take him out early in the battle.

MODIFY & NULLIFY LAWS



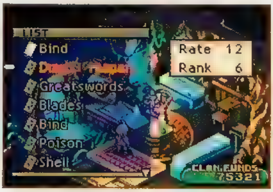
Use Law cards in battle to add a new law (there must be an open slot) or Antilaw cards to nullify a law that is already in effect. An especially powerful tactic is to couple a World Law with a Law card to cripple the enemy forces completely.



After you complete the Antilaws mission, you'll begin to win Law and Antilaw cards as rewards for clearing missions. Your clan can hold a total of 20 cards. Check the World Laws on the world map by pressing L. Use Law and Antilaw cards in battle to enhance your units or to disable your enemies.

THE POWER IS IN THE CARDS

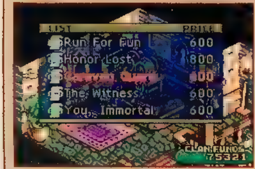
When you've completed the Antilaws mission, Ezel will tell you about his secret card shop located in Cadoan. It deals in Law and Antilaw cards. Ezel will have new gossip to share and will restock his card inventory often, so visit the shop every chance you get!



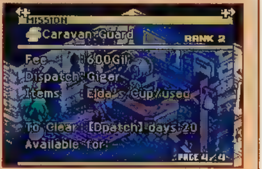
Rate 12
Rank 6

Ezel's inventory is small, but it changes often—prices and available cards change frequently. Each card has a rate and rank that determine its worth. Gossip with Ezel every time you visit his shop to learn secrets and unlock missions.

SUBQUESTS & DISPATCH MISSIONS



Run For Fun 600
Honor Lost 800
[illegible] [illegible]
The Witness 600
You, Immortal 600



Caravan Guard RANK 2
Fee 600Gil
Dispatch Giger
Items Elda's Cup/used
To Clear [Dpatch] days 20
Available for

Contract as many Subquests and Dispatch missions as you can in between the main missions—they'll appear in the pubs at different times. Many missions have mission item or job requirements, but they all yield useful rewards.

RECRUITING MEMBERS

Prospective clan members will approach your clan if you have openings. Each race will seek recruitment during a specific month (see below).

KINGMOON	HUMAN
MADMOON	BANGAA
SAGEMOON	NU MOU
HUNTMOON	VIERA
BARDMOON	MOOGLE

007 DIAMOND RAIN

MAIN MISSION
DEFEAT ALL ENEMIES

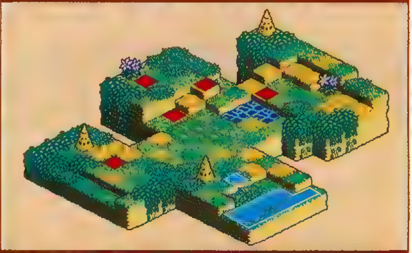
ENEMIES: 6 ALLIES: 6 AP EARNED: 40 GIL EARNED: 10,600 REWARD: FIREWHEEL ROD

The enemies you'll face in Diamond Rain are all monsters, three of which are Ice-based. The Icedrakes and Ice Flan have high Weapon Defense, but low Magic Resistance. Bring along a Black Mage and a Summoner with Thunder-based spells like Ramuh and Thundara, and an Archer with Blackout.

Place your units carefully—don't leave them bunched up or too dispersed, or you'll make yourself vulnerable.

Use a Summoner's Ramuh spell and a Black Mage's Thundara spell to hit as many Ice-based enemies as possible for quick KOs.

AISENFIELD MAP

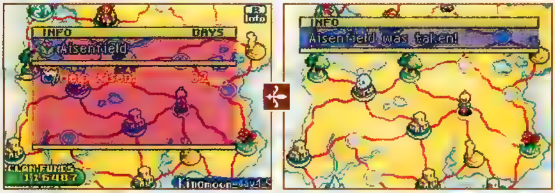


ENEMY DATA

The Icedrakes and Ice Flan have very strong Ice-based attacks. Use your Archer's Blackout ability to blind your enemies, then use Thunder magic to zap them from afar.

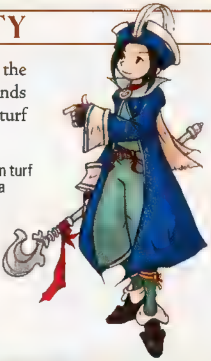
PROTECTING YOUR TURF & THE BENEFITS OF NOTORIETY

Your clan can claim areas as clan turf by freeing them in special missions. The more turf your clan has, the better deals your clan will be able to get for equipment at shops and for contracting missions at pubs. Sounds simple enough, right? Rival clans want the same thing as you, however, so you'll have to defend your turf ferociously. If you aren't watchful, a rival clan will snatch your turf right out from under your nose!



Aisenfield was taken!

Rival clans will invade your clan turf and try to take over. You have a limited amount of time to intercept the invaders and secure the area. If you lose an area to a rival clan, you must reclaim it by freeing it in a mission. Check your clan turf status in the Clan Menu.

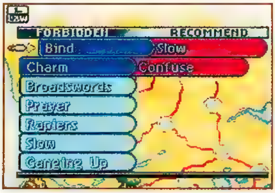


008 HOT AWAKENING

MAIN MISSION
DEFEAT ALL ENEMIES

ENEMIES: 6 ALLIES: 6 AP EARNED: 80 GIL EARNED: 11,400 REWARD: FIREWHEEL ROD

The second crystal battle can be a real headache without the right laws—disable Charm to render all the enemies powerless. Let your lower-level units attack the Ultima Crystals to gain experience, or take the easy way out and use a Totema to destroy all the crystals in one fell swoop.



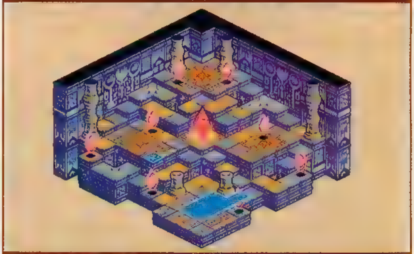
FORBIDDEN	RECOMMEND
Bind	Slow
Charm	Confuse
Broadswords	
Prayer	
Rapiers	
Slow	
Gamefire Up	

The law is extremely vital to your success. Press L on the world map to view the laws currently in effect. Enter Roda Volcano when Charm is forbidden.

HIT
95%
HP 73/ 73
MP 27/ 27
JP 4
HP 66/ 66
MP 59/ 59
JP 0

The Ultima Crystals are stationary, so bring along units with strong ranged attacks, such as a Black Mage, an Archer or a Fighter with Air Render.

RODA VOLCANO MAP



ENEMY DATA

The Ultima Crystals cast a Charm spell called Logos—it's their only attack. Protect your units from the spell with accessories or magic-reflecting spells such as a White Mage's Shell. Break the Charm with Esuna or an attack.

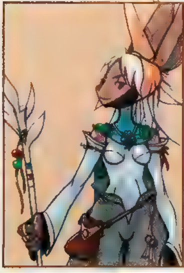
JOB REQUIREMENTS

The chart below shows each job's required A-abilities and racial requirements. (All basic jobs appear in a brown box and have no required A-abilites.) The numbers in each box (x1, x2, etc.) indicate how many of a certain job's A-abilities a character must learn to perform an advanced job. For example, to unlock the Alchemist job, one of your clan's Nu Mou must learn five Black Mage A-abilities and three White Mage A-abilities.

JOB	BANGAA	HUMAN	NU MOU	MOOGLE	VIERA	ANIMIST	ARCHER	B MASTER	BLK MAGE	ELEMENTALIST	FENCER	SNIPER	SOLDIER	THIEF	WARRIOR	WHT MAGE	WHT MONK
ALCHEMIST			✓						x5							x3	
ANIMIST				✓													
ARCHER		✓			✓												
ASSASSIN					✓					x2		x1					
BEASTMASTER			✓														
BISHOP	✓																x2
BLACK MAGE		✓	✓	✓													
BLUE MAGE		✓							x1							x1	
DEFENDER	✓														x2		
DRAGOON	✓														x2		
ELEMENTALIST					✓						x1					x1	
FENCER					✓												
FIGHTER		✓											x2				
GADGETEER				✓										x2			
GLADIATOR	✓														x2		
GUNNER				✓		x1											
HUNTER		✓					x2										
ILLUSIONIST		✓	✓						x5							x3	
JUGGLER				✓										x2			
MOG KNIGHT				✓		x1											
MORPHER			✓					x5									
NINJA		✓												x2			
PALADIN		✓											x2				
RED MAGE					✓						x1						
SAGE			✓					x2								x3	
SNIPER					✓		x2										
SOLDIER		✓															
SUMMONER					✓					x2						x2	
TEMPLAR	✓																x2
THIEF		✓		✓													
TIME MAGE			✓	✓					x5								
WARRIOR	✓																
WHITE MAGE		✓	✓		✓												
WHITE MONK	✓																

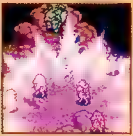
ADVANCED CHARACTER CUSTOMIZATION

Some of the deepest strategy in FFTA comes in the creation of hybrid characters. With the right combination of job abilities, you can create extremely powerful and versatile units. Check out three of our favorites!



VIERA SUMMONER *NP*

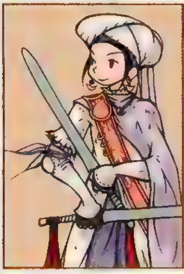
The key to making the most kick-butt Summoner possible is to give her the Red Mage ability Doublecast. Being able to cast two summoning spells in the same turn is downright dirty.



RECOMMENDED PATH

A character's beginning job *always* matters. To make an effective Summoner, use a Viera whose beginning job is White Mage, *not* Fencer (or she won't have enough MP to cast her own summoning spells!). The White Mage's MP Turbo ability will come in very handy.

WHITE MAGE x2	FENCER x1	RED MAGE x1	SHAMAN x2	SUMMONER
Esuna	Swallowtail	Doublecast	Gazing Evil	Phoenix
MP Turbo			Heavy Dust	Unicorn



HUMAN PALADIN

Paladins have one of the best Weapon Defense stats, but mediocre Weapon Attack—unless you teach them the Ninja ability Double Sword, that is! A dual-blade-wielding Paladin is one of the hardest-hitting characters in FFTA. No clan is complete without one!

RECOMMENDED PATH

Use a Human whose beginning job is Thief because of the job's high MP Power and Speed ratings. Teaching your Thief Counter and Steal: Weapon is invaluable. Grab Double Sword when you change the Thief into a Ninja.

THIEF x2	SOLDIER x2	NINJA x2	PALADIN
Counter	First Aid	Double Sword	Knight Combo
Steal: Weapon	Powerbreak	Oblivion	Nurse

NU MOU SAGE

A Nu Mou Sage with Alchemist abilities is a magical force to be reckoned with. You'll need three White Mage abilities and five Black Mage abilities to build this complex hybrid—the chart below shows the two abilities we think are best for each job.

RECOMMENDED PATH

Begin with a Nu Mou Black Mage—it has the highest base Magic Points and Magic Power. The Black Mage's Return Magic ability is one of the most useful ones your Sage can learn. Alchemist abilities Death and Magic Pow+ will also greatly enhance his arsenal.

BLACK MAGE x5	WHITE MAGE x3	ALCHEMIST x2	BEASTMASTER x2	SAGE
Return Magic	Curaga	Death	Dragon	Giga Flare
Thundaga	Life	Magic Pow+	Lamia	Ultima Blow

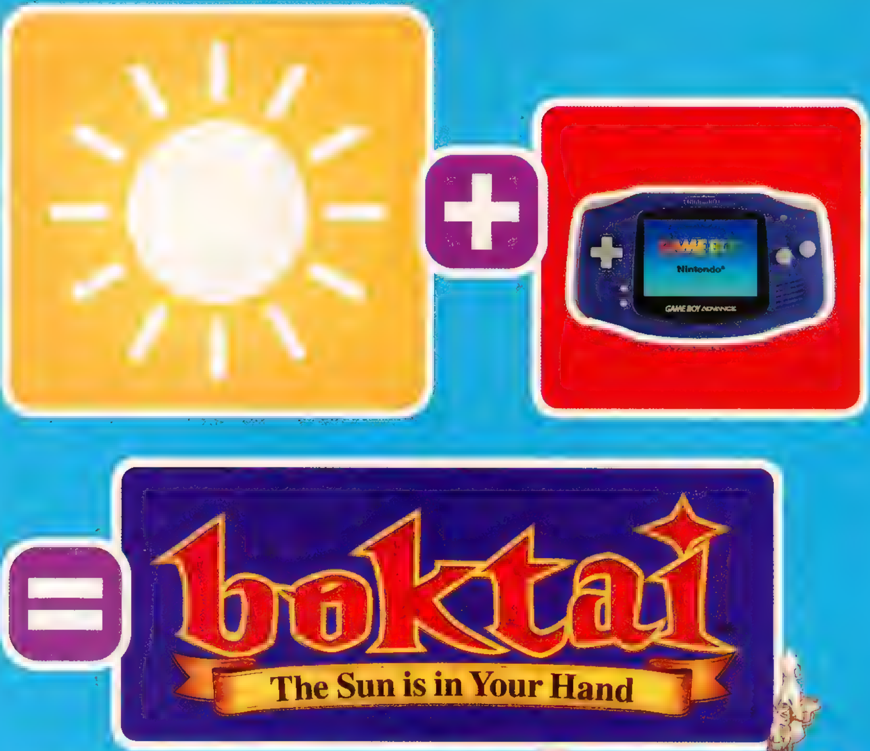
ABILITY TYPES

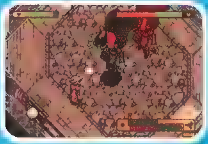
Abilities are broken down into four types: Action, Reaction, Support and Combo. You'll learn some of your most useful abilities from the jobs you take on as you work toward your final profession. Reaction abilities such as the Thief's Counter, when applied to a Soldier or Fighter, will create a highly effective combatant.

ACTION	REACTION
SUPPORT	COMBO

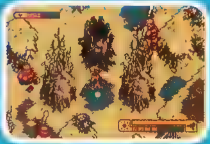
THE NEXT CHAPTER BECKONS

Marche is well on his way to discovering the key to returning home, but his heart is still heavy with uncertainty. What will the next chapter hold? What happens when the line between reality and dreams disappears? Exploration, conflict and many revelations await you! 🍄



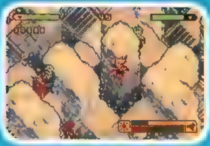


Boktai's unique Solar Sensor harnesses sunlight to fight Vampires



Utilize sunlight to become more powerful by day

Employ stealth tactics and a customizable solar gun



Multiplayer game modes for 2-4 players

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LANGERS
Langers It's in the Juice

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ARENA

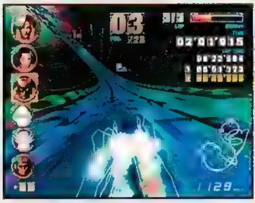
ARE YOU GAME?

CHALLENGE

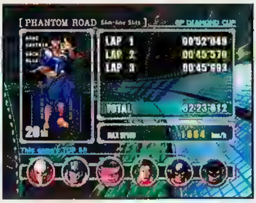
You think you're fast? Well, it's time to prove your might on the fastest game ever created—F-Zero GX! Play through the Diamond Cup until you reach the Slim-line Slits track, then take a picture of your final lap time and send it to us at the address below. The player with the lowest time on the Slim-line Slits track—not the entire Diamond Cup—will be the winner.

F-ZERO GX

NEED FOR SPEED



TIME TO PARTY



F-Zero fanatics everywhere have deemed Slim-line Slits "the hardest course in the history of mankind." Prove that you're the best of the best by making it onto the NP Scoreboard. You're not scared, are you? Bawk bawk baaaawk!

NP SCOREBOARD

IKARUGA: HIGHEST SCORE (VOL. 170)

Shay O'Neil, New Mexico	10,937,130
Christopher Bolanos, California	5,713,570
Gordon Downie, Ontario	5,114,740
Kim Akers, Washington	4,994,280
Demian Pedone, Wisconsin	4,554,210

CAUTION:

TWISTED CHALLENGES AHEAD

Beat X2: Wolverine's Revenge without ever extending your claws.

– CHRIS HAYES
ONTARIO

Defeat Dullahan in Golden Sun: The Lost Age using only four party members.

– ERIC ROMAIN
MICHIGAN

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before November 3, 2003.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDOPOWER.COM

NINTENDO POWER ARENA V.173
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules. No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v173" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.173 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 11/03/03. NOA is not responsible for (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them, (b) disruptions or damages due to events beyond NOA's control, or (c) printing or typographical errors. On or about 12/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 12/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 12/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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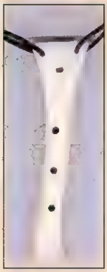

Eagle Bone Flute

Pendant Ocarina

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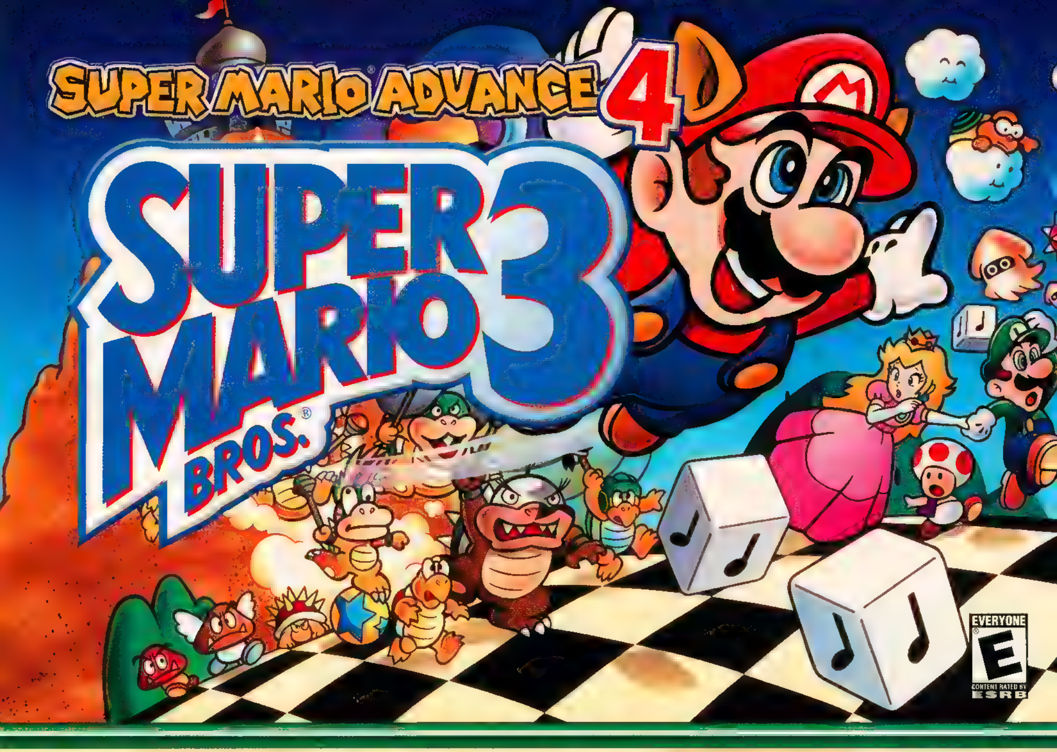
SUPER MARIO ADVANCE 4
SUPER MARIO BROS. 3



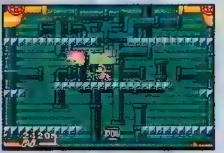
©1983-2003 Nintendo

The princess needs saving once again, and your favorite plumber leaps to her aid. With new challenges, features and enemies, Super Mario Advance 4 makes SMB 3 more exciting—and more difficult—than ever before. If you think you've already exhausted this classic, think again.

OLD-SCHOOL STYLE

Take a trip down memory lane or delve into the Bros.' history by playing the original Mario Bros. game from 1986.

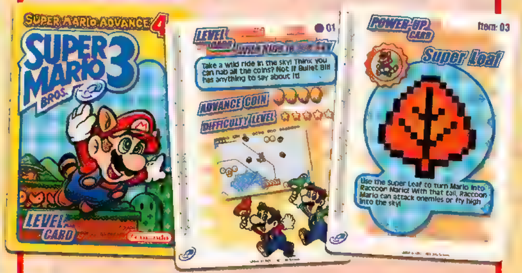
Classic Mario Bros.



Bump your enemies from underneath and collect coins. The game is deceptively difficult, and gives you a peek into Mario and Luigi's old world.

e-reader EXTRAS

There's far more to Super Mario Advance 4 than meets the eye. Special e-Reader cards, which are now available, create new levels within the game and give you items—such as a Super Leaf or a Frog Suit—before you've even started the game. Just can't get through the Desert Hill on foot? Swipe your Super Leaf Power-Up card through your e-Reader—you're ready to fly.



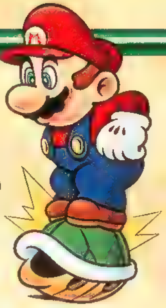
Take a wild ride in the sky! Think you can nab all the coins? Not if Bullet Bill has anything to say about it!

Use the Super Leaf to turn Mario into Raccoon Mario! With that tail, Raccoon Mario can attack enemies or fly high into the sky!

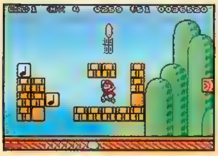
The Wild Ride in the Sky card opens up a world of moving platforms and Bullet Bills, while the Super Leaf Power-Up card arms you with that handy Raccoon tail, useful for gliding over or attacking enemies.

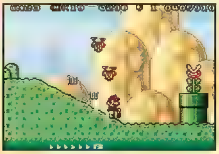
MARIO BASICS

Mario remains the consummate plumber triathlete he can still run, jump and swim with the best of them. But a few new features will help both Mario veterans and Mario beginners to put his skills to better use.



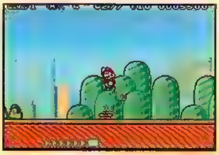
Track and Field



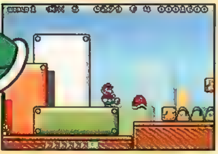


Mario's moves are the same as they were in the NES version—walk, run, jump, duck, slide. But now Mario has a special meter that fills as he runs. Once it's full, Mario will have a longer, higher jump, or, if he has the Raccoon or Tanooki Suit, he'll be able to fly temporarily.

Defeating Enemies



Stomp on foes to defeat them. Some, such as Koopa Paratroopas, will withstand more than one stomp. Smash blocks by jumping from underneath; you'll also knock down the unlucky enemies standing there.

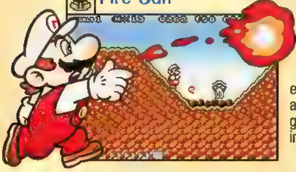


After you stomp on a Koopa Troopa, you can grab it by holding the B Button as you approach. Then kick it across the screen by releasing B. As the shells zip across the ground, they'll smash blocks and other enemies.

SUITS AND ABILITIES

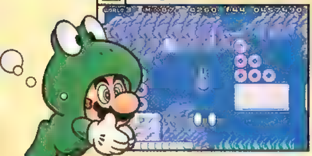
The clothes make the man, and no one dresses like Mario. Whether you like to fly, swim or set things ablaze, your suits will fit like a glove. Plus, with a new inventory feature, you can browse your closet before you begin a new level.

Fire Suit



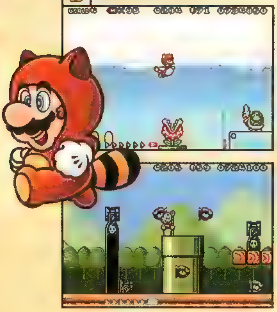
Grab the Fire Flower to wear Mario's classic Fire Suit and launch fireballs at your enemies. Some enemies, like Buzzy Beetle, are immune to fire. But you'll get that warm toasty feeling as you roast the rest.

Frog Suit



The Frog suit gives you better swimming and leaping capabilities. Use it in the water to swim faster and with more control, and to access bubbling pipes. Out of the water, it'll give you crazy hops.

Tanooki Suit



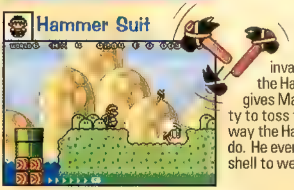
The Tanooki Suit is similar to the Raccoon Suit. Both give you a tail for attacking and gliding, as well as flying capabilites. But the Tanooki Suit has a distinct advantage, aside from the sharp-looking hood and booties.

The Tanooki Suit lets you transform temporarily into a statue. You will be both undetectable and invincible to enemies. Use it to escape trouble when you're surrounded.

Raccoon Suit

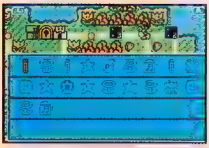
The Raccoon Suit has a cute little tail that lets you attack enemies at close range and glide through the air on jumps and drop-offs. By charging up your run meter, you can fly for short periods while wearing the suit. Who knew raccoons could fly?

Hammer Suit



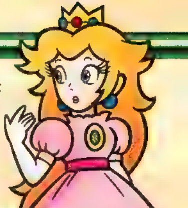
A rare and invaluable item, the Hammer Suit gives Mario the ability to toss tools the way the Hammer Bros. do. He even gets a nifty shell to wear on his back.

The Right Tool Is Everything

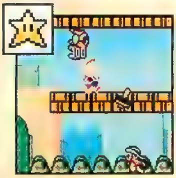


Ever have trouble putting a new suit to use? You get it, you panic, and poof, it's gone. Now you can save suits, magical items and power-ups in your inventory and activate them in the world map when you need them. It's great to have a Frog Suit—and a moment to collect yourself—before you hit the water.

MAGIC ITEMS

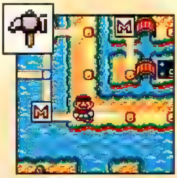


Super Mario Bros. 3 is a game of timing, patience and quick reflexes. The strategic use of the game's many magic items will help you access new worlds, breeze through a few and circumvent the ones you'd rather avoid.



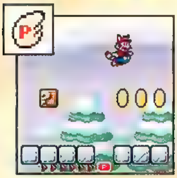
Starman

The Starman gives you temporary invincibility, allowing you to run right through your enemies. The flashing slows and the music changes as it wears off.



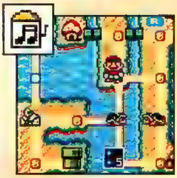
Hammer

The Hammer lets you smash rocks that stand between you and hidden areas in the world map. Try to stop Mario, will they? Stop this!



P-Wing

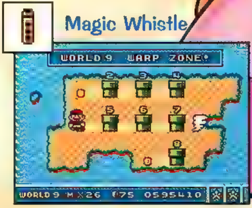
The P-Wing gives you unlimited flight within a level. After you've finished the level, you get to keep the powers of a normal Raccoon Suit.



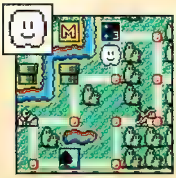
Music Box

The Music Box temporarily puts the Hammer Bros. to sleep in the world map, allowing you to pass without having to fight.

Magic Whistle

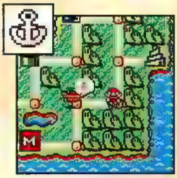


Use the Magic Whistle to access the Warp Zone—a kind of express station to other levels.



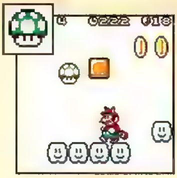
Lakitu's Cloud

Lakitu's Cloud allows you to bypass a level in the world map. It won't complete the level, however, so you may have to play it later.



Anchor

The Anchor keeps the pirate's airship from moving if you fail a world's final level. It's useful when you're tired of chasing the boat around.



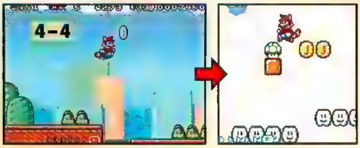
1-Up Mushroom

The green mushrooms, scattered throughout the game, give you extra lives. They're often hidden in stacks of blocks, so keep smashing.

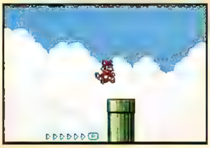
WORLD 1
GRASS LAND

An introduction to the game basics—running jumps, flight and the most important rule: Bigger is better. Do your best to get through each level at full size, so you can acquire magic items.

1–1 Frequent-Flier Rewards

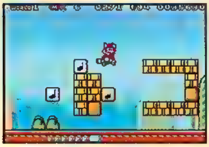


It's important to maintain your size and find the Raccoon suit. Once you have it, look for the coins leading upward and use the suit to fly to a secret celestial area filled with coins and a 1–Up Mushroom.



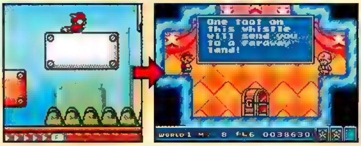
After picking up the coins and an extra life, run along the clouds and fly again to reach a pipe higher up near the end of the level. You'll find another secret coin-bearing area. And the view's pretty nice from up there, too.

1–2 The High Life



Locate the special Jump Block among the blocks near the beginning of the level. Jump onto it to reach a secret area in the clouds, then fly up to grab an extra life.

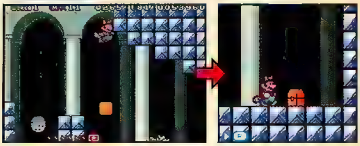
1–3 Background Research



One toot on this whistle will send you to a faraway land!

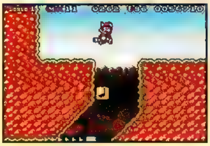
After returning to ground level, head back the way you came until you reach the white block. Crouch on the block for 10 seconds to drop behind it. Head to the end of the shrubs to find a hidden Magic Whistle. It'll come in mighty handy later.

FORTRESS Whistling in the Dark



When you reach the fortress, don't go through the door right away. Instead, run and fly above the ? Block to locate another secret area that holds a Magic Whistle. This level is a treasure trove if you're able to fly, so bring along a Raccoon suit or a P-Wing if possible.

1–5 Gold in Them There Clouds

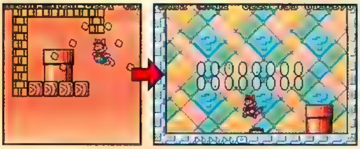


Take the high road on World 1–5 and locate the special Jump Block. Use it to access the secret area. Collect all the coins then fly up to the 1–Up Mushroom.

WORLD 2
DESERT HILL

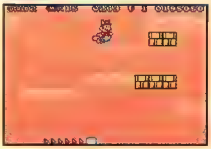
Playtime is over, but you're still in the sandbox. The burning desert is full of deadly Koopa Troopas and steep cliffs, not to mention a lot of gold.

2–1 From Brick to Gold, and Back Again



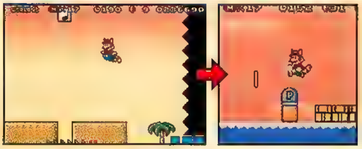
Just above the first set of pipes you'll find the entrance to a secret room. Once inside, use the Switch Block to change the blocks to coins. Get paid, then get the 1-Up Mushroom.

2–3 See the Pyramids!



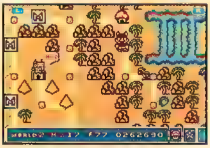
Just past the third pyramid, use the Raccoon Suit to fly above the first set of breakable blocks. You'll find a Switch Block that turns them all into coins.

2–4 Follow the Music



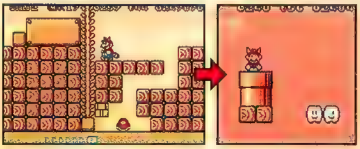
Just before the end of the level, you can run along the blocks and jump up to the Jump Blocks above. If you've kept the Raccoon suit this long, fly to the upper area. Walk to the left and locate the Switch Block. It's payday.

WORLD MAP Stop? Hammer Time!



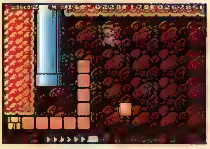
In the world map, use the Hammer to smash through the rocks in the top-right corner. Access an extra Mushroom House—and, unfortunately, another Hammer Bros. fight.

2–5 Take Me Higher



Use a Koopa Troopa shell to smash the blocks and get to the vine, then climb it to reach the secret area. When you return to solid ground you'll be near a group of ? Blocks, with nice little surprises inside.

2–PYRAMID Hittin' Switches

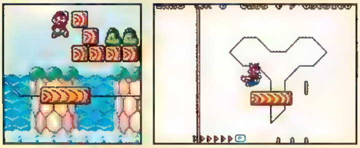


Jump up and find the Invisible Blocks near the pipe to jump the wall and access the secret room. Once inside, break a block then hit the Switch Block. Near the ceiling you'll find another 1-Up.

WORLD 3
SEA SIDE

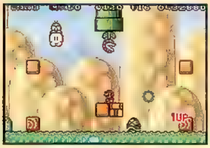
You'll come to hate the water—it slows you down, it keeps you from jumping as high as you'd like, and it's packed with nasty creatures. Keep to dry land whenever possible.

3–2 Stars in Your Eyes



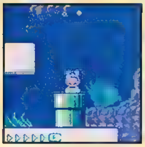
After grabbing the first Starman, you can dash along and pick up two more, plus an extra life. Before you exit the level use the Raccoon Suit to fly up and grab another 1–Up above the pipe.

3–4 Unlimited Lives



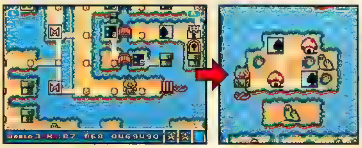
Continue past the area pictured to the left, find Lakitu and lead him back. Get a Koopa shell bouncing between the blocks. If you can avoid the Spinys he throws at you, every one the shell hits will mean a 1-Up for you.

3–5 It's Easy Being Green



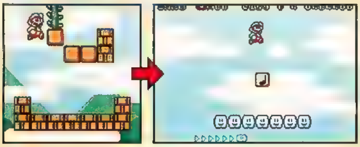
If you have the Frog Suit, you can enter the bubbling pipe. Inside, hug the right wall to get a 1–Up Mushroom. The Frog Suit is indispensable on this level. Enemies that menace you otherwise are easy to avoid once you've got your webbed feet.

WORLD MAP Going Boating



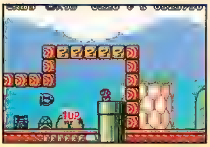
Use the Hammer to smash the rocks that block the path to the right of level 3-5. Take the canoe and paddle blissfully to the island to the right. Spend a nice afternoon there—you can visit the two Mushroom Houses and play a couple games of Spades.

3–7 Hidden Clouds



Locate the vine on the top row of blocks and access the cloud area above. Then, with your handy Raccoon Tail, glide to the right and jump on the Jump Block to access a hidden cloud area stocked with coins, and to get a Lakitu's Cloud.

3–9 Extra Lives and a Frog Suit

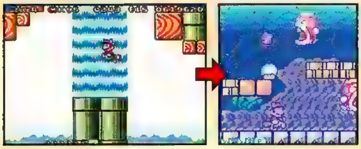


Use a Koopa Troopa to smash the blocks on the bottom row near the Bullet Bills. Then (here's the tricky part) jump on it to stop it, and use it to gain extra lives by hitting Bullet Bills. Inside the pipe there's a Frog Suit.

WORLD 4
BIG ISLAND

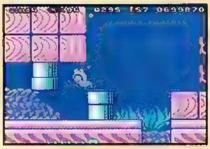
No, you're not just sitting too close to the television. Everything about Big Island is larger: the enemies, the objects, the risks. Unfortunately, you're the usual size. Typical.

4-1 Climb the Falls



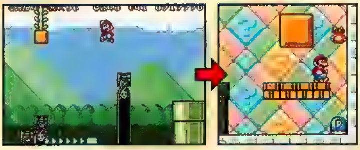
Run and fly above the two pipes that spill into the two pipes underneath. Above them, you'll find another waterfall. Swim up (it'll take some work), then go left and into the pipe. It leads to another secret room and two more 1-Up Mushrooms. All in a day's work.

4-4 Swim for the Gold



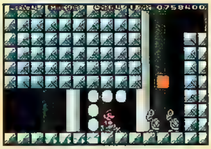
You'll need the Frog Suit for stage 4-4. First, drop into the water and head left. At the leftmost edge at the bottom, a pipe leads to a secret cache of coins.

4-5 That's Mr. Tanooki to You



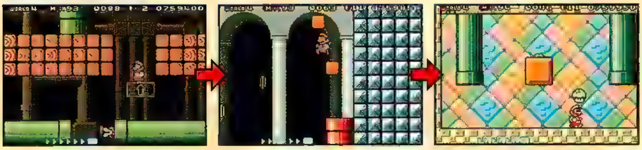
Find the hidden block above the two Bullet Bills. Hit it to activate the vine, then climb to the pipe high above. Inside you'll get a Tanooki Suit; then you can go back down and show those Bullet Bills what you're made of.

2ND FORTRESS Lava or Leave It



Just past the falling block and the burning lava you'll find a Switch Block that clears the way to a hidden door. On the other side you'll find a secret elevator area.

2ND FORTRESS Coins, Extra Lives—What's Not to Like?

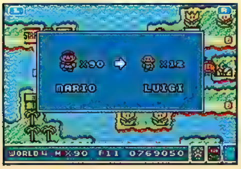


After you enter the secret door, follow the elevators up and into the pipes at the top of the room. Head inside and access the second secret room, which contains hidden blocks leading to a 1-Up Mushroom above the exit pipe. Take the pipe to the third secret room and grab another 1-Up. If you have a Raccoon Suit, fly up the left side to get more coins.

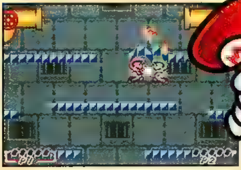
MULTIPLAYER

Two heads are better than one. Choose Mario and Luigi mode for a little multiplayer tag-team action. Or inflame the Mario Bros.' sibling rivalry by tossing shells at each other in Versus mode.

Brothers Gonna Work It Out



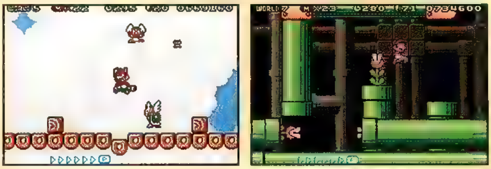
Play the game as Mario, with your friend controlling Luigi, and share lives as you work through the levels.



Link two GBAs together to battle for coins and points in Versus mode.

OLD PLUMBER, NEW TRICKS

You thought you'd gotten better at video games, that your reflexes were faster than they used to be. But Super Mario Advance 4 will shatter your delusions. Mario and Luigi are the original gamer's challenge—high stakes, risky maneuvers and a race against the clock. But when you unlock the game's secrets, and defeat its final boss, you can call yourself old-school and scoff at the new. 🍄



MY OATH
THIS EVIL
WILL END
BEFORE DIABLO®
VENGEANCE ANSWERED
TO ANOTHER NAME.
GAME BOY ADVANCE
BLACKTHORNE™
THE BLIZZARD® CLASSIC IS BACK.
NOW ON GAME BOY® ADVANCE.
TEEN
T
CONTENT RATED BY
ESRB
Violence
BLIZZARD
ENTERTAINMENT
CLASSIC
ARCADE

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES NOVEMBER 2003

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

WWE WRESTLEMANIA XIX

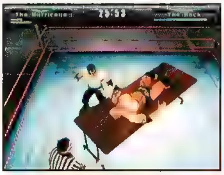
Superstars battle in and out of the stadium in THQ's powerful grappler.

All of the biggest names in the WWE, including The Rock, Steve Austin, Goldberg, Hulk Hogan and Vince McMahon vie for the WrestleMania XIX title in a showdown that creates a new WWE story line—Revenge. Vince McMahon has ousted your choice of 43 combatants from the WWE, but with help from Vince's daughter, Stephanie, you can get back at him by sabotaging WrestleMania XIX. Through 25 stages in five locations, you'll go up against security guards, thugs and fellow wrestlers to send Vince a message.

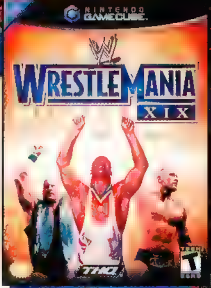
In addition to the single-player story, the game features exhibition matches for up to four players, the King of the Ring tournament, an extensive Create a Superstar mode and the Shopzone, where you can purchase items, moves and entrance animations. You'll battle in cage matches, ladder matches and fatal four-ways in your choice of five arenas.

The game play and control are much-improved over last year's WrestleMania X8, making the game easy to pick up and play, yet complex enough to keep you entertained for long stretches. The muscle-bound mat-bashers are big and colorful, and close-up shots show their true-to-life likenesses.

Triple H
Kurt Angle
Booker T
Eddie Guerrero



COMMENTS: **Scott**—WWE WrestleMania XIX has everything you could possibly want in a WWE game, and more. The in-game animations and counters are super. **Chris**—This game finally gets past some of the major traditional hindrances of wrestling games. Moves are easier to pull off, which has always been a struggle in this genre. **George**—WWE WrestleMania XIX is right up there with Def Jam Vendetta for the wrestling game crown. The story mode may put it over the edge. **Alan**—Story mode is a bit of a disappointment, as it comes down to wrestling security guards in not-very-exotic locales.



- THQ 20
- 1 to 4 players simultaneously

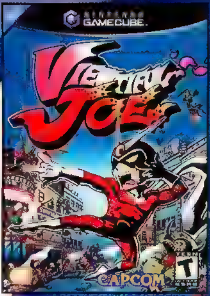
ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★
SCOTT	★★★★½
STEVE	★★★★

TEEN
T
CONTENT RATED BY ESRB

Mild Lyrics
Suggestive Themes
Violence

VIEWTIFUL JOE

Capcom's GCN-exclusive platformer flies off the screen with VFX power.



- Capcom 4
- 1 player

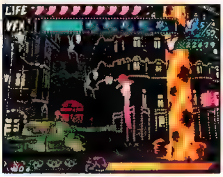
ALAN	★★★★★
GEORGE	★★★★★
JESSICA	★★★★★
SCOTT	★★★★★
STEVEN	★★★★★

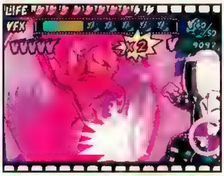
TEEN
T
CONTENT RATED BY ESRB
Cartoon Violence
Suggestive Themes

Screen shots don't do Viewtiful Joe justice. The creative, kinetic 2-D platformer with stylized 3-D graphics has to be seen in action to be fully appreciated. When a regular Joe enters a movie-inspired fantasy world, his "heroness" awakens and he emulates the super powers of movie idol Captain Blue. The powers make objects slow down and speed up, and give you the ability to zoom in to the action and pull off show-stopping, kung-fu-action break-dancing moves. The abilities aren't just for show, either—they help you solve puzzles and defeat enemies with innovative flair. When you need to hop onto a too-high propeller-driven platform, for example, you can slow the action, causing the propeller to lose power and the platform to drop. After you hop onto the platform and snap back to real time, the vehicle will sputter into action again and lift you to the rafters.

With the points that you earn from pounding enemies, you can purchase more moves and gain power, adding to the game's depth and replayability. Perfect play control, insane graphics and zany style make this Joe much better than average.

COMMENTS: **Scott**—Brilliantly innovative and packed with action. VJ may seem bizarre at first glance, but if you give it a chance, you will be amazed and delighted. The graphics are wild, the action is varied and fun and the game even has a sense of humor. **Steven**—Addictive, hilarious and the slickest video game style ever: Joe's broken into my all-time Top 5. Awesome replay value. **George**—A possibility for game of the year, Viewtiful Joe is cool, engaging and ingenious fun. **Alan**—This is the reason video games were put on earth, and it's also everything Enter the Matrix should have been, but wasn't. If you don't like this game, you have no soul.





BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Cult hit *Buffy* comes to life on the GCN with signature humor and action.

NINTENDO GAMECUBE
Buffy the Vampire Slayer
CHAOS BLEEDS
T

- VU Games 3
- 1 to 4 players simultaneously

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★
STEVEN	★★★★

TEEN
T
CONTENT RATED BY ESRB
Blood and Gore
Mild Language
Suggestive Themes
Violence

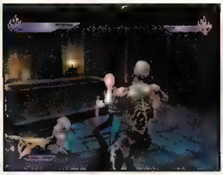
A solid fighting engine, detailed graphics and six playable characters make Buffy the Vampire Slayer: Chaos Bleeds a battle-heavy adventure that all action gamers will enjoy, regardless of whether they're *Buffy* fans.

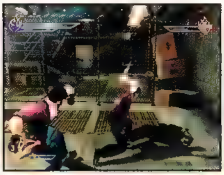
Willow specializes in magic attacks while Buffy, Spike and the rest of the crew prefer hand-to-hand combat, using a variety of weapons. The only game-play frustration comes from juggling vampire-finishing wood stakes with other weapons; after you use a stake, you must switch back to your original weapon while the vampires continue to attack.

Four multiplayer modes offer competitive scenarios in four locations with 24 playable characters. Scenarios range from an all-out battle to a scramble for runaway rabbits. They display the action of up to four players without resorting to a split-screen format.

The creator and writers of the *Buffy the Vampire Slayer* television series contributed story elements and dialogue to the game, making it funny at times and true to the show.

COMMENTS: **George**—The puzzles are basic lock-and-key challenges, but the action is lots of fun and the dialogue is spot-on *Buffy*. **Steven**—As a *Buffy* superfan, I'm still heartbroken that the show's come to an end. Chaos Bleeds helps ease the pain with its good humor and "lost episode" story line. **Alan**—I don't know a thing about *Buffy*—but I know good games, and this is a good game. A nice combo- and weapon-based fighting engine blends with clever puzzles, eerie music and some truly funny dialogue. **Scott**—The great writing and varied action are the stars in *Buffy*'s GCN debut.





BILLY HATCHER AND THE GIANT EGG

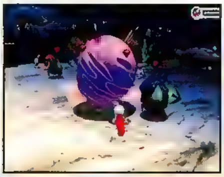
SonicTeam rolls out a new action hero who's sure to be a breakout star.

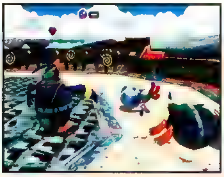
NINTENDO GAMECUBE.
SONIC TEAM
BILLY HATCHER
and the Giant Egg
SEGA
E

You can't make a video game adventure about a boy in a legendary chicken suit without breaking a few eggs—Sega's SonicTeam does just that with Billy Hatcher and the Giant Egg, a whimsical yarn that puts you in the shoes of a young hero who must save Morning Land from a crow invasion. Sensing Billy's courage, the god of the chickens entrusts him with the chicken suit and control over eggs and sends him on a mission to release the chicken elders of Morning Land. As you guide Billy through the game's 35 levels, you can use eggs to bounce, to roll and to crush enemies. You can even hatch them to release animal helpers. The missions challenge you to defeat bosses, solve puzzles and use your egg-ceptional talents to negotiate the twists and turns of seven areas. Since the game is a SonicTeam creation, you can expect plenty of action and spot-on play control. It may take you a while to learn how to keep control over the ever-growing eggs, but once you do, you'll really be on a roll. By mastering the moves and advancing through the missions, you can earn images that fit into the game's Egg Gallery—72 images in all.

Multiplayer action for up to four participants is a free-for-all battle of rolling eggs and hatching helpers who attack when called.

COMMENTS: **George**—GCN exclusive Billy Hatcher and the Giant Egg is proof that there are still innovations to be made in the 3-D platformer genre. **Steven**—Gamers who like platformers served sunny-side up will be utterly won over by Billy's upbeat energy and infectious music. **Steve**—When Yuji Naka is given the freedom to work on something new, the results are typically brilliant. Billy Hatcher is no exception. It's charming, beautiful and, most importantly, fun.





- Sega 2
- 1 to 4 players simultaneously

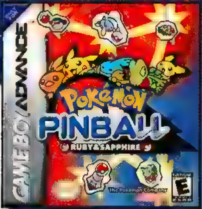
ALAN	★★★★
GEORGE	★★★★
SCOTT	★★★★½
STEVE	★★★★★
STEVEN	★★★★★

EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence

POKéMON PINBALL: RUBY & SAPPHIRE

Catch a cool, colorful Pokémon experience and have a ball.



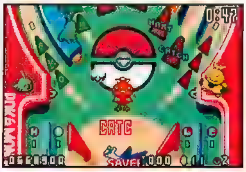
Pokémon pop out of the woodwork in the Pokémon Ruby & Sapphire-themed GBA update of Pokémon Pinball—and you can catch them all with your rolling Poké Ball. The game's two tables (one Ruby, one Sapphire) are loaded with bumpers, switches and targets that trigger game modes and open bonus fields.

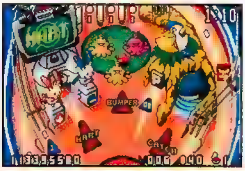
In Catch 'Em mode, you can release Pokémon onto the center of the table, then capture them by directing the Poké Ball in their direction. Travel mode lets you switch to a different environment for a chance to find and collect other types of indigenous Pokémon. Egg mode allows you to hatch the creatures, which you'll evolve in Evo mode.

Every Pokémon that you find on the two tables appears in the game's built-in Pokédex. By linking your game with a friend's game via a Game Boy Advance Game Link cable, you can share Pokédex entries.

The graphics, music and Pikachu and Pichu voice samples are pure Pokémon—packed with cheerful exuberance. Although having only two tables may seem limiting, each one has enough depth to keep you entertained. You'll play for a long time before you unlock all of the secrets and fill your Pokédex.

COMMENTS: **Steven**—More than just a GBA makeover, the new Pokémon Pinball is an evolution in game play, offering livelier Pokémon to catch and Pokémon ecosystems cleverly built into table designs. Pokémaniacs will be mesmerized. **George**—A creative take on pinball, with Pokémon features that fit well in the pinball context. I haven't had as much fun with video pinball since Pinball of the Dead. **Scott**—A very solid game with the added fun of catching Pokémon. The mechanics are excellent and there's a lot more to keep you busy than in most pinball games.





- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

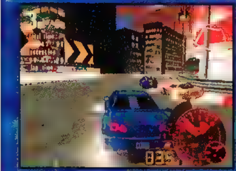
ALAN	★★★★½
GEORGE	★★★★
JESSICA	★★★★★
SCOTT	★★★★
STEVEN	★★★★★

EVERYONE E CONTENT RATED BY ESRB

AUTO MODELLISTA

- Capcom 40
- 1 to 2 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB



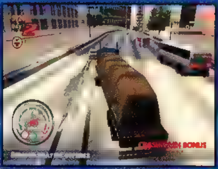
Sophisticated racer Auto Modellista displays cel-shaded graphics and employs realistic physics to create a memorable racing experience. The Garage Life career mode allows you to select vehicles from 17 auto makers including Ford, Mazda and Subaru, tune your car according to track specifications and even decorate your garage. Casual racing gamers might find the controls touchy, but others will appreciate the added challenge.

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★

BIG MUTHA TRUCKERS

- THQ 23
- 1 player

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Mild Language
Mild Violence
Suggestive Themes



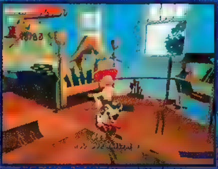
Mission-based trucking sim Big Mutha Truckers mixes wacky action and T-rated crude humor with trading economics for an uneven playing experience. Choose one of four drivers and take on individual missions or play the story mode to compete for a family trucking fortune. You can upgrade your rig using money that you earn from buying and selling loads. Tricky speed controls make keeping your semi on the road a real challenge at times.

ALAN ★★½
GEORGE ★★½
JESSICA ★★½
STEVE ★★
STEVEN ★★★

DISNEY'S EXTREME SKATE ADVENTURE

- Activision 9
- 1 to 2 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB



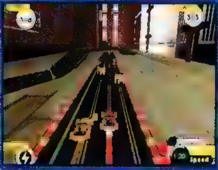
The publishers of the Tony Hawk Pro Skater series apply skateboarding challenges to three Disney hits—*Tarzan, The Lion King* and *Toy Story 2*—in an extreme sports free-for-all that features movie-themed playable characters in nine environments. Perform a 540° with Woody in Andy's bedroom, grind Pride Rock with Simba, soar with young Tarzan or explore Olliewood with any of 10 real-life kids. Complete goals to unlock items and characters.

ALAN ★★★½
CHRIS ★★★½
JESSICA ★★★★½
SCOTT ★★★★
STEVEN ★★★½

GROOVERIDER: SLOT CAR THUNDER

- Encore Software 9
- 1 to 2 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB



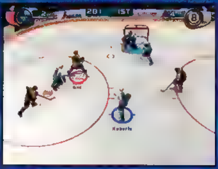
Slot-car racing gets its due in Grooverider: Slot Car Thunder. Generic techno music replaces the familiar hum and clatter of slot cars, and the vehicles hop grooves unrealistically, but the Control-Stick-and-C-Stick control scheme works and the tracks are loaded with hills and tight turns. You can choose from 20 cars and as many tracks. Power-ups give your vehicle extra speed and allow you to push competitors out of the way.

CHRIS ★★
GEORGE ★★
[illegible] ★★★½
[illegible] ★★½
[illegible] ★★★

NHL HITZ PRO

- Midway 60
- 1 to 4 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB
Violence



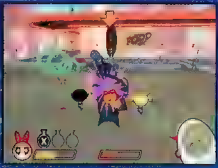
The NHL Hitz franchise goes pro with full team rosters, five-on-five play, realistic formations, line changes and penalties. But don't let the new focus on realism fool you. The players still catch fire when they're hot, and the action never lets up. Although the fighting controls are complicated, the rest of the controls are simple and intuitive. NHL Hitz Pro deserves to be a permanent fixture in any hockey fan's GCN library.

ALAN ★★★
CHRIS ★★½
GEORGE ★★★½
JESSICA ★★★
STEVE ★★★

POWERPUFF GIRLS: RELISH RAMPAGE—PICKLED EDITION

- BAM! 2
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



Mad monkey Mojo Jojo is taking over the minds of Townsville's citizens in the Powerpuff Girls' 3-D GCN debut. As you guide Bubbles, Blossom and Buttercup through the tormented township, you'll take on the Gangreen Gang, Him and Mojo himself. The game looks and sounds like the cartoon, and the cut scenes are packed with laughs, but the flight-based control is frustrating and the game's delivery, collection and fighting tasks can be tedious.

ALAN ★★½
CHRIS ★★½
GEORGE ★★½
STEVE ★★
[illegible] ★★

SPIRITS & SPELLS

- Dreamcatcher Interactive
- 1 player

EVERYONE
Mild Violence

A lighthearted 3-D platformer with a Halloween theme, Spirits & Spells follows the adventures of trick-or-treaters Alicia and Greg in their attempt to run from the bogeyman. The kids split up and battle ghosts, demons and witches by using projectiles and magic. The protagonists can't jump and attack at the same time, which makes some tasks difficult, but the overall control is intuitive and the graphics are suitably dark and detailed.

ALAN	★★★½
CHRIS	★★½
GEORGE	★★★
JESSICA	★★★
STEVE	★★

BACKYARD HOCKEY

- Atari/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

MILO
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00.20
1
PENGUINS

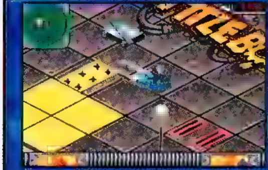
Develper Humongous Entertainment's Backyard sports series hits center ice for NHL-licensed hockey. Thirty Backyard kids and 10 kid versions of NHL stars, including Jaromir Jagr and Curtis Joseph, face off in single games and season play. The overhead view lets you see clearly and control the action easily, but it doesn't give you a great look at the characters. A power-play practice session and air hockey game add to the fun.

ALAN	★★
CHRIS	★★½
JESSICA	★★★
SCOTT	★★½
STEVEN	★★★

BATTLEBOTS: DESIGN & DESTROY

- Majesco/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE
Mild Violence



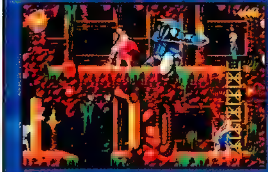
Battlebots fans get another chance to flex their corrugated steel muscle in a robot arena fighter that is nearly identical to last year's Battlebots: Beyond the Battlebox. Build your own creation from a collection of chassis, motors and weapons, then send it into combat against another bot in any of three trap-packed arenas. Victory will earn you cash to spend on more bot parts. Control is sometimes cumbersome, depending on the bot design.

CHRIS	★★
GEORGE	★★
JESSICA	★★
SCOTT	★★½
STEVEN	★★★

BLACKTHORNE

- Blizzard Classic Arcade/ 32 Megabits
- 1 player

TEEN
Violence



Commando Kyle Blackthorne embarks on a mutant-hunting adventure in the GBA adaptation of a Super NES title from 1994. The graphics are detailed, displaying a hard-edged sci-fi world, and the player-controlled-character performs daring moves—he can jump, roll, climb and shoot—but the play control is stiff and nonresponsive, making it difficult to succeed in challenging situations.

ALAN	★★★½
CHRIS	★★★
JESSICA	★★
STEVE	★★★½
STEVEN	★★★

CIMA: THE ENEMY

- Natsume/64 Megabits
- 1 player

EVERYONE
Animated Blood
Violence

A young Gate Guardian protects fellow humans from the brutal CIMA in Natsume's latest RPG for the GBA. CIMA: The Enemy is a mix of strategy and real-time action that challenges you to manage the movement of nonplayer characters while you face off with enemies. The story unfolds over long cut scenes, and the control is complex. Hard-core RPG fans will enjoy the game's nonlinear depth and detail.

ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★
JESSICA	★★★★½
STEVEN	★★★★½

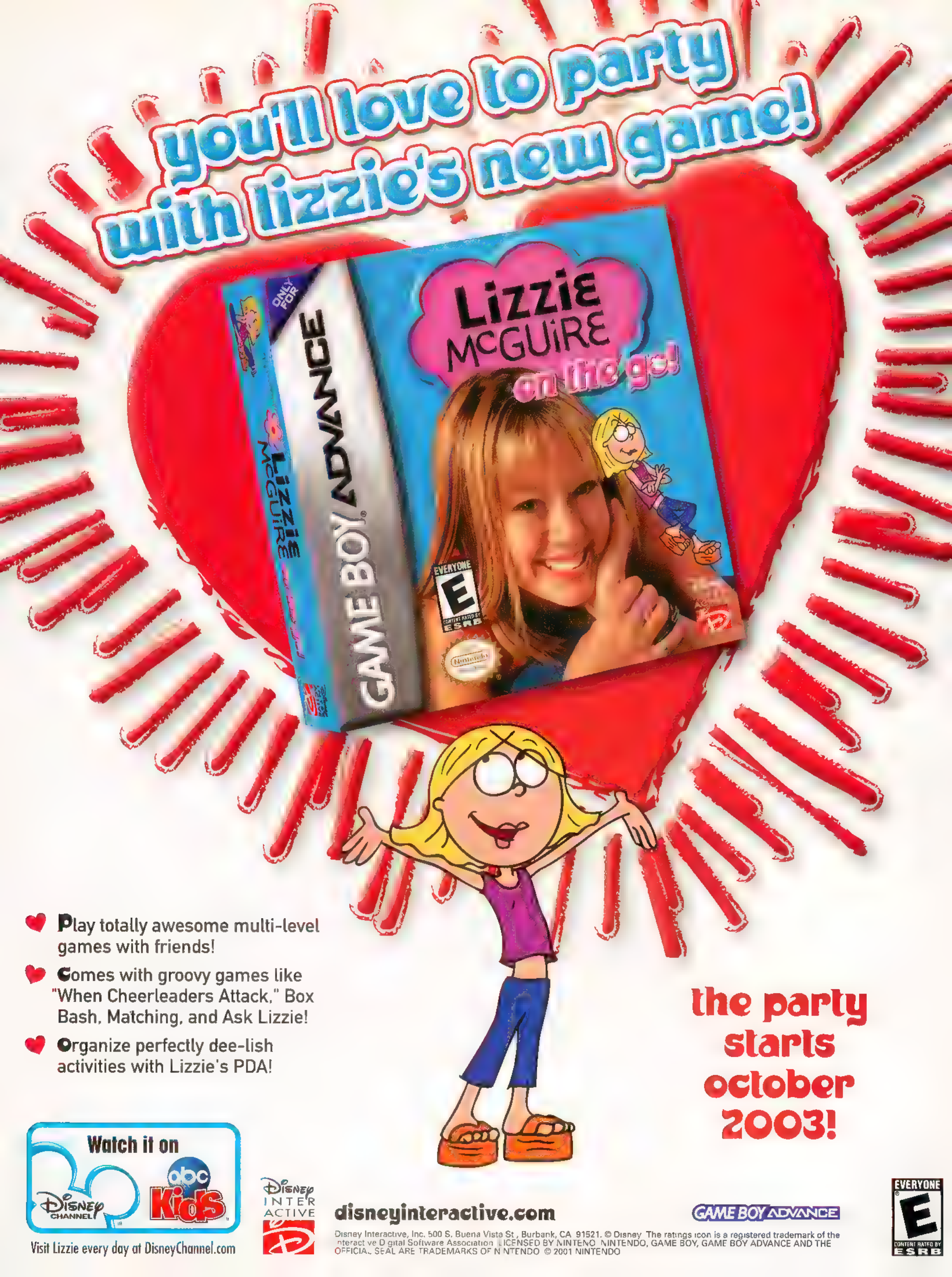
DEMIKIDS: LIGHT AND DARK VERSIONS

- Atlus/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

A group of friends who have the ability to capture and summon demons get caught in a time loop and seek help from the Valhalla dimension in convoluted RPG DemiKids. Over 350 demons come to your aid in real-time battles that use a turn-based-style menu interface. Some demons are unique to each version, but you can trade between versions by way of a GBA Game Link cable. It's not Pokémon, but it covers similar territory.

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★
JESSICA	★★★★
STEVEN	★★★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ONLY FOR
GAME BOY ADVANCE
Lizzie McGUIRE
Lizzie McGUIRE on the go!
EVERYONE
E
CONTENT RATED BY ESRB
Nintendo
Watch it on
Disney Channel
abc Kids
Disney Interactive
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB

- **P**lay totally awesome multi-level games with friends!
- **C**omes with groovy games like "When Cheerleaders Attack," Box Bash, Matching, and Ask Lizzie!
- **O**rganize perfectly dee-lish activities with Lizzie's PDA!

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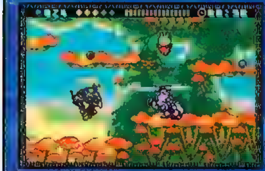
DIGIMON BATTLESPIRIT 2

- Bandai/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence



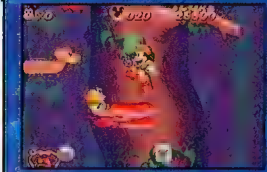
Digital Monsters duel in side-scrolling arena battles that use the same play mechanics as the original Digimon BattleSpirit. The battles are more menacing this time around, and there's more of an emphasis on Digivolved attacks. You'll start with five Digimon—Agunimon, Lobomon, Kumamon, Kazemon and Beetlemon—and unlock more. The game isn't deep, but it will satisfy a Digimon fan's thirst for action.

ALAN	★★★
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★★
STEVEN	★★★★½

DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE

- Capcom/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



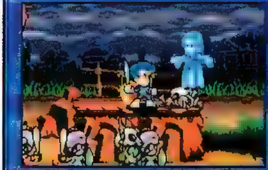
Mickey, Minnie and the rest of the Disney gang return for a second side-scrolling GBA platformer. You can guide Mickey or Minnie through six big environments, such as a haunted circus and a jungle, and collect special suits that will help you triumph over enemies and explore your surroundings. The play control is tight, and the game play is engaging in an old-school way. Clever boss battles add to the cartoon fun.

ALAN	★★★½
CHRIS	★★★½
JESSICA	★★★
SCOTT	★★★★
STEVEN	★★★★

KIEN

- Destination Software/ 64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence



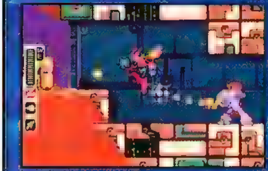
Guide warrior Kjan or sorceress Elendel in a side-scrolling battle to save the planet Malkut. Kien is a serious swords-and-magic action game with cute, cartoonish art. If you're controlling Kjan, you can pick up weapons in your fight against the forces of evil. If you're controlling Elendel, you can use spheres of magic. Some situations are frustratingly difficult, but the play control is intuitive and reasonably responsive.

ALAN	★★★
GEORGE	★★½
JESSICA	★★★
SCOTT	★★½
STEVEN	★★★★

MEGA MAN ZERO 2

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence



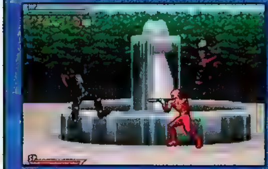
Recent Mega Man 2-D action games have earned a reputation for their incredibly challenging game play. Mega Man Zero 2, which centers on cyborg Zero's attempt to battle anti-reploid organization Neo Arcadia, carries on that tradition with intense side-scrolling action. The play control, graphics and enemy design are top-notch, but the over-the-top difficulty may hinder your enjoyment unless you're an elite player.

ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★½
JESSICA	★★★★
STEVEN	★★★★

POWER RANGERS: NINJA STORM

- THQ/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



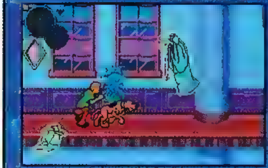
Five Power Rangers from rival academies join the Green Samurai Ranger in a 20-level battle to save the planet. If you choose an academy Ranger, you can switch control to another Ranger from the same academy at any time. The Green Samurai Ranger has the most powerful attacks, however. Turn-based Megazord battles add variety between the side-scrolling missions.

ALAN	★★★
JESSICA	★★★
SCOTT	★★★
STEVE	★★½
STEVEN	★★★

SCOOBY-DOO!: MYSTERY MAYHEM

- THQ/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB



Snack-loving hound Scooby-Doo and his pal Shaggy solve mysteries and search for sandwich ingredients in THQ's cartoon-based platformer. Scooby and Shaggy run, jump and sneak past ghosts by using stealth techniques. As you control one of the pair, the other one follows. You can switch between characters, but their abilities are identical. Scooby-Doo enthusiasts will enjoy the game's humor and colorful art style.

CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★
STEVE	★★½
STEVEN	★★★½

DIGIMON BATTLE SPIRIT 2

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* 2 Player mode requires each player to have a separate Game Pak.

EVERYONE E CONTENT RATED BY ESRB

Cartoon Violence

www.bandaigames.com

GAME BOY ADVANCE

BANDAI

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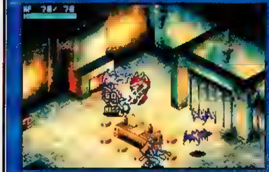
SHINING SOUL

- Atlus/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Cartoon Violence



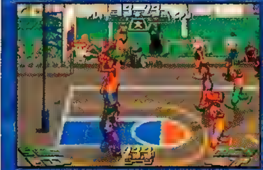
Shining Soul, a Sega-developed Japanese import published by Atlus, is a six-stage quest to rid the world of the civilization-destroying Dark Dragon. Select from a warrior, wizard, archer or dragonute and set off for a slashing-and-spell-casting journey. The graphics are sparse, and long attack animations make control slow to respond, but RPG elements mix well with the action to make a satisfying adventure.

[illegible]	★★★★
GEORGE	★★★
JESSICA	★★★★½
STEVE	★★★★
STEVEN	★★★★★

STREET JAM BASKETBALL

- Destination Software/ 32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



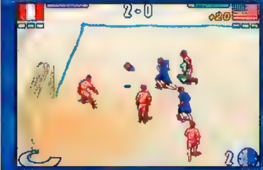
Enter the world of concrete, chain link and hoopster heroes for a three-on-three challenge in Destination Software's Street Jam Basketball. The game's 40 athletes range from street toughs to hockey-mask-wearing hooligans. The action is fast-paced, and passing and scoring are easy to pull off, but you'll have a difficult time mounting an effective defense since opposing teams drive the ball with lightning speed.

[illegible]	★★
CHRIS	★★
GEORGE	★★½
[illegible]	★★
STEVE	★★

ULTIMATE BEACH SOCCER

- Dreamcatcher Interactive/ 32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



The world's most popular sport hits the beach in a 25-team competition that features lots of scoring. Since the sand slows the ball, the five-man teams must take to the air and push the ball forward using lobs, headers and bicycle kicks. After you display your fancy footwork, you'll enter State of Grace mode and kick the action up a notch. The controls are sometimes sluggish, but the overall game play is loads of fun.

ALAN	★★★½
GEORGE	★★★
JESSICA	★★★½
SCOTT	★★★½
STEVE	★★★

KEY

GCN
GBA
GBC
7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

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CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: RPG, Sports, Strategy, Adventure, Shooter, Racing, Platform, Arcade, Puzzle, Fighting
CHRIS: Adventure, Sports, Arcade, Strategy, Shooter, RPG, Puzzle, Racing, Platform, Fighting
GEORGE: Strategy, Adventure, RPG, Puzzle, Sports, Arcade, Platform, Racing, Fighting, Shooter
JESSICA: RPG, Strategy, Puzzle, Adventure, Platform, Arcade, Fighting, Racing, Sports, Shooter
SCOTT: Strategy, Adventure, RPG, Sports, Shooter, Platform, Racing, Puzzle, Arcade, Fighting
STEVE: Adventure, Platform, RPG, Strategy, Shooter, Sports, Fighting, Arcade, Racing, Puzzle
STEVEN: RPG, Adventure, Strategy, Shooter, Platform, Arcade, Puzzle, Racing, Fighting, Sports

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD eC CONTENT RATED BY ESRB — Early Childhood
TEEN T CONTENT RATED BY ESRB — Teen (13+)
ADULTS ONLY 18+ AO CONTENT RATED BY ESRB — Adult (18+)
EVERYONE E CONTENT RATED BY ESRB — Everyone
MATURE 17+ M CONTENT RATED BY ESRB — Mature (17+)
RATING PENDING RP CONTENT RATED BY ESRB — Rating Pending

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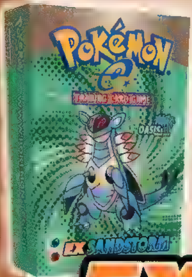
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OASIS
EX SANDSTORM

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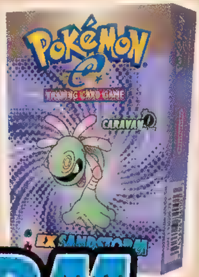
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PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

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THE NINDEX

GAME INDEX VOLUME 173—NOVEMBER 2003

Advance Wars 2: Black Hole Rising: 66-67
Animal Crossing: 130
Atsumare! Made in Wario!: 21
Auto Modellista: 151
Backyard Hockey: 152
Banjo-Kazooie: Grunty's Revenge: 24
Batman: Rise of Sin-Tzu: 24
Battlebots: Design and Destroy: 152
Beyond Good & Evil: 46-47
Big Mutha Truckers: 151
Billy Hatcher & the Giant Egg: 150
Blackthorne: 152
Buffy the Vampire Slayer:
  Chaos Bleeds: 114-115, 149
CIMA: The Enemy: 152
Conflict: Desert Storm: 65
Dakar 2: The World's Ultimate Rally: 65
Demikids: Light and Dark Versions: 152
Digimon Battlespirit 2: 154
Disney's Extreme Skate Adventure: 151
Disney's Magical Quest 2
  Starring Mickey and Minnie: 154
Donkey Konga: 20
Double Dragon: 21
F-Zero GX: 52-56, 140
Final Fantasy: Crystal Chronicles: 121-123
Final Fantasy Tactics Advance: 134-138
Fire Emblem: 120
Freedom Fighters: 21
Gekido Advance: Kintaro's Revenge: 24
Gladius: 70-76
Goblin Commander:
  Unleash the Horde: 124-126
Golden Sun: The Lost Age: 140
Grooverider: Slot Car Thunder: 151
Harry Potter: Quidditch World Cup: 108-111
He-Man: Defender of Grayskull: 24
Ikaruga: 140
James Bond 007:
  Everything or Nothing (GBA): 21
Jimmy Neutron Boy Genius: Jet Fusion: 24
Kien: 154
Kirby—Air Ride: 84-87
Mario Kart: Double Dash!!: 22
Mega Man Zero 2: 154
Metal Gear Solid: The Twin Snakes: 25
NCAA Football 2004: 65
Need for Speed Underground: 22
NHL Hitz Pro: 151
Oddworld: Munch's Oddysee: 24
Oriental Blue: 120
Pikmin 2: 21
Pitfall Harry: 24
P.N. 03: 78-81
Pokémon Channel: 102
Pokémon Colosseum: 103
Pokémon Pinball: Ruby & Sapphire: 150
Pokémon Ruby and Sapphire Versions: 106
Pokémon-e: TCG: 104-105
Power Rangers: Ninja Storm: 154
Powerpuff Girls:
  Relish Rampage—Pickled Edition: 151
River City Ransom Advanced: 23
Scaler: 21
Scooby-Doo!: Mystery Mayhem: 154
Shining Soul: 156
Shining Soul II: 120
Spawn: 22
Speed Kings: 64
Spirits & Spells (GCN): 152
SpongeBob SquarePants:
  Battle for Bikini Bottom: 24
Star Wars Rogue Squadron III:
  Rebel Strike: 32-38
Street Jam Basketball: 156
Super Mario Advance 4:
  Super Mario Bros. 3: 142-146
Teenage Mutant Ninja Turtles: 50
Tiger Woods PGA Tour 2004: 94-97
Tony Hawk's Underground (GBA): 23
Ultimate Beach Soccer: 156
Viewtiful Joe: 58-62, 148
Wario World: 68
WWE Crush Hour: 65
WWE Wrestlemania XIX: 40-44, 149
X2: Wolverine's Revenge: 140
XIII: 48-49

NINTENDO GAMECUBE TITLES CURRENTLY AVAILABLE

ADVENTURE

Aquaman: Battle for Atlantis
Army Men: Air Combat
  "The Elite Missions"
Batman Dark Tomorrow
Batman Vengeance
Blood Omen 2
BloodRayne
Buffy the Vampire Slayer: Chaos Bleeds
Casper: Spirit Dimensions
Charlie's Angels
Conflict: Desert Storm
Dinotopia: The Sunstone Odyessey
Disney/Pixar's Finding Nemo
Disney's Magical Mirror
  Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Enter the Matrix
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber
  of Secrets
Hitman 2: Silent Assassin
The Hulk
Jimmy Neutron Boy Genius
The Legend of Zelda:
  Ocarina of Time/Master Quest
The Legend of Zelda:
  The Wind Waker
The Lord of the Rings:
  The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King:
  Rise of the Akkadian
The Simpsons: Hit & Run
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spider-Man: The Movie
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II:
  Rogue Leader
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Universal Studios
  Theme Parks Adventure
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.:
  Scream Arena
Disney's Party
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mary-Kate & Ashley Sweet 16:
  Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING

Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Soul Calibur II
Super Smash Bros. Melee
UFC Throwdown
Ultimate Muscle:
  Legends vs. New Generations
X-Men: Next Dimension
WWE Wrestlemania X8
WWE Wrestlemania XIX

PLATFORM

Bomberman Generation
Crash Bandicoot:
  The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Mega Man Network Transmission
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants:
  Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE

Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING

18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Drome Racers
Extreme G 3
F1 2002
Freaky Flyers
Freekstyle
F-Zero GX
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
Rally Championship
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Speed Kings
SX Superstar
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

RPG

Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Lost Kingdoms II
Phantasy Star Online Episode I & II
The Sims
Skies of Arcadia Legends
Summoner: A Goddess Reborn

SHOOTER

Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS

2002 FIFA World Cup
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All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
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Rocky
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SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

NEXT ISSUE

VOLUME 174 – DECEMBER 2003

RPGs Are Spreading Like Wildfire on the GBA!

Fire Emblem

Next month, our cover story delves into Fire Emblem, a series new to U.S. gamers but that has inspired a devout following in Japan for years. RPG fans are finally getting what they've demanded, but are they ready to take on the most fiendish evils—and most addictive RPG systems—yet seen on the GBA?

EPIC CENTER

Epic Center's busier than ever with the stampede of RPGs on the GBA. In our next issue, you'll get exclusive previews of two more awesome games—Mario and Luigi: Superstar Saga and Sword of Mana!

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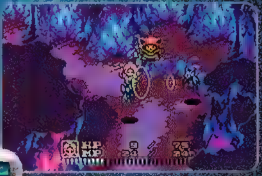
Mario and Luigi: Superstar Saga



Sword of Mana

Great Previews and Reviews

Mario Kart: Double Dash!!

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Mario Party 5

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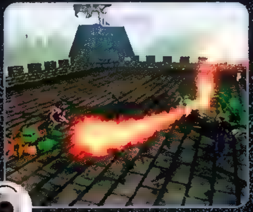

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